OCT 2019
GPOSERS
ジーポー
どう考えてもタイトルを思い付くことが
できなかったから、こうになった。
vol.14

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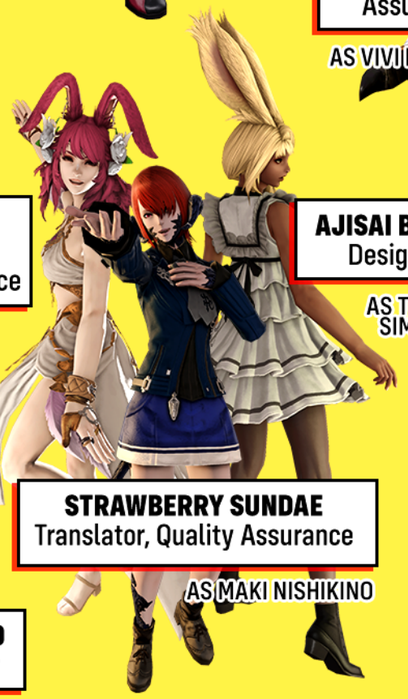

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CHINU
Artist

AS PLATELET (CELLS AT WORK)

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SNS페이지
Follow us on social media and join us on Discord!

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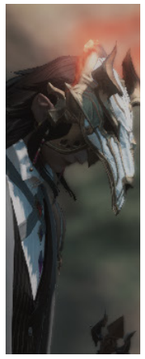
Community Collection
コミュニティ・コレクション
커뮤니티 컬렉션
The Community Collection of October 2019.



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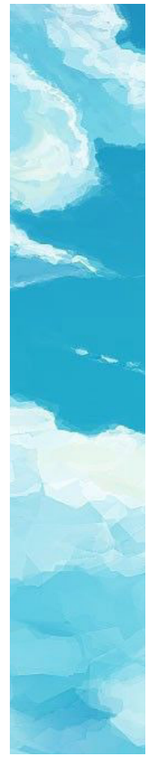
Community Couture
コミュニティ・クチュール
커뮤니티 양재
The community voted - here are your favorite anime-cosplay inspired glamours.



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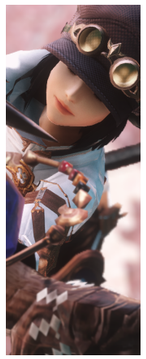
That Time I was Isekai'd Into the World of Final Fantasy as the Warrior of Light but I Just Wanted to be a Fashion Model
光の戦士としてファイファンの世界におくられましたけどファッションモデルになりたかっただけでした、あの時。
파이널판타지 세계에서 깨어나서 빛의전사가 되었는데 난 그냥 패션 모델이 되고 싶었다고
Long ridiculous title? This must be another Isekai anime that you should watch!



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A Stage Reborn: Behind The Curtain
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신생 무대: 커튼 뒤
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Leeja의 하우징 구석
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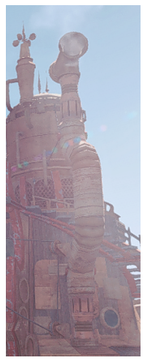

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멤버들의 생일
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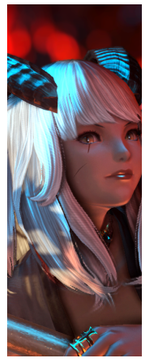

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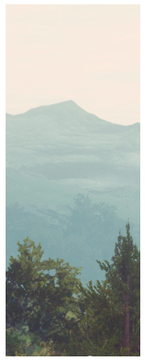
討滅戦の追求
절 토벌전 탐색자들
An insight on Ultimate raid difficulty and the players who took part in it.



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숨겨진 보석
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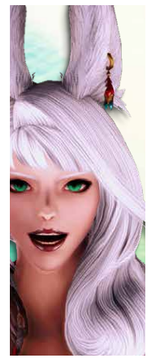

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더 포토스미스
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OCT
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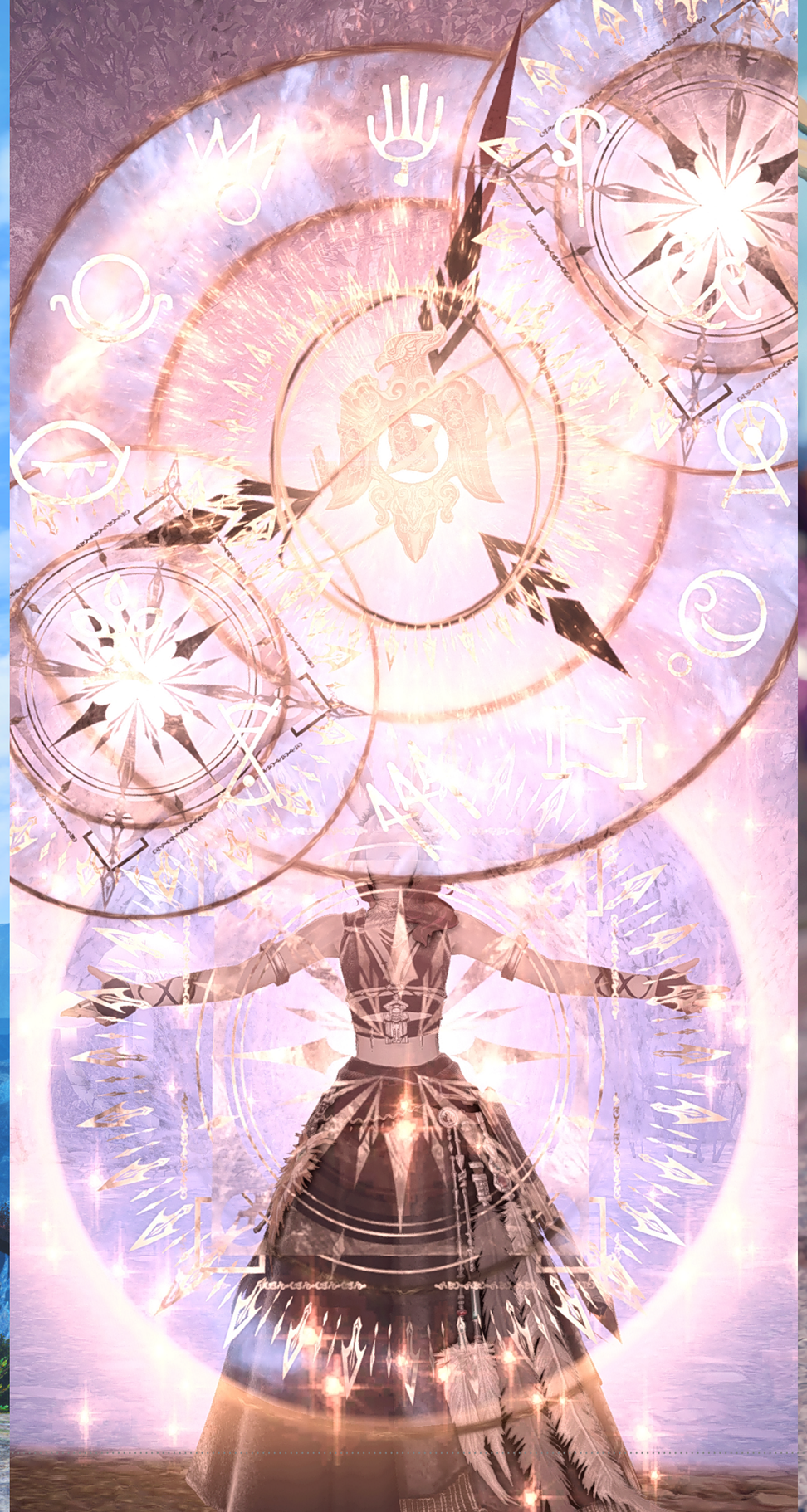

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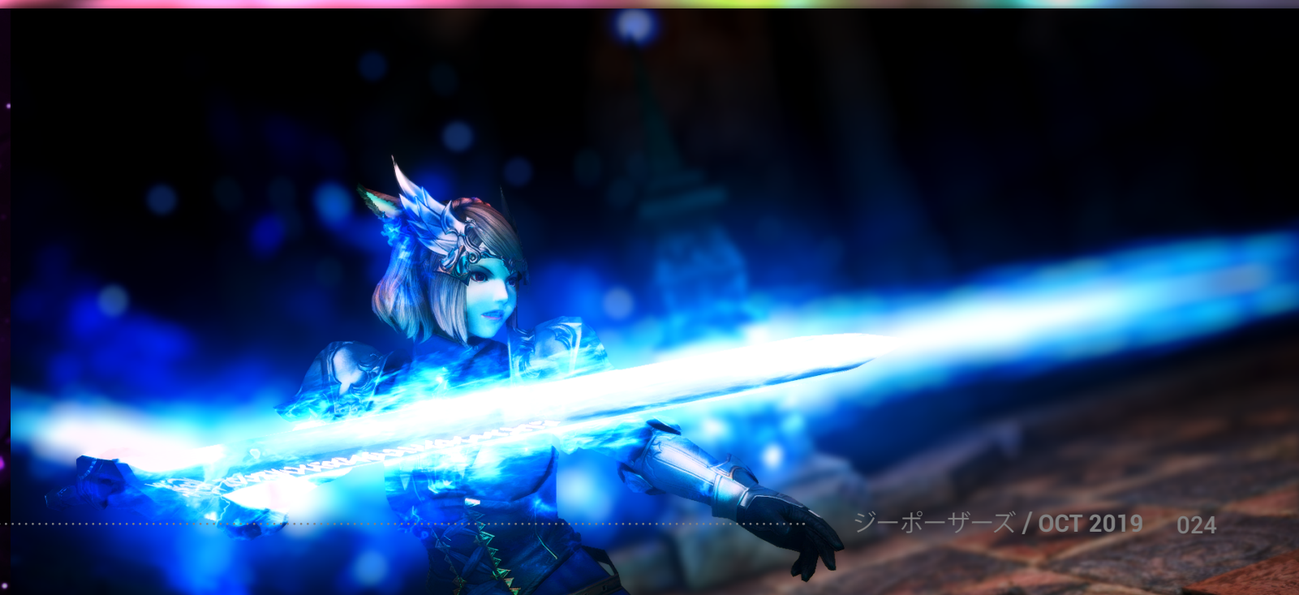

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Maya Yuujinchou
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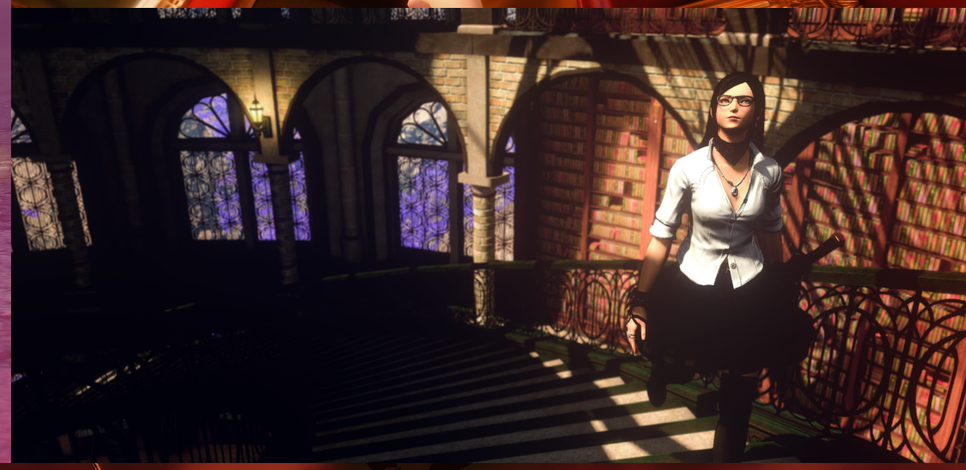

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JOIN OUR DISCORD
to share your XIV Experience with us!

コミュニティクチュール

COMMUNITY COUTURE

Sakura Kinomoto from Cardcaptor Sakura

Discard your old form and reborn in this magical girl ensemble! If you ever wanted to be the Master of the Cards, then this whimsical outfit with a fancy tiara and Sakura's signature puffy shorts is just what you need. Twirl the pink staff and say: “Release!"

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GEAR LIST
FORCARDCAPTORSAKURA

WEAPON: CANE OF THE WHITE TSAR
Dye: Rose Pink
Obtained: A Dream Fulfilled (Sidequest)

HEAD: FAERIE TALE PRINCESS'S TIARA
Dye: Cream Yellow
Obtained: Mog Station

CHEST: SONGBIRD JACKET
Dye: Bone White
Obtained: Mog Station

GLOVES: ORISON FINGERLESS GLOVES
Dye: Bone White
Obtained: Seika - Idyllshire (70 Centurio Seals, Illuminati Gobtwine)

PANTS: LOYAL HOUSEMAID'S BLOOMERS
Dye: Cream Yellow
Obtained: Mog Station

SHOES: BEST MAN'S GAITERS
Dye: Cream Yellow
Obtained: Crafted (LTW Lvl. 50) / Rianne - Ul'dah - Steps of Nald (6,000 gil) / Market Board

Emma from

YAKUSOKU NO NEVERLAND

THE PROMISED NEVERLAND

Full of energy, optimistic and bubbly, Emma is a kid who is as bright as her hair and will do anything for her family no matter how illogical it seems. Her pure outfit is a stark contrast to the horrors of her upbringing and the demons she faces.

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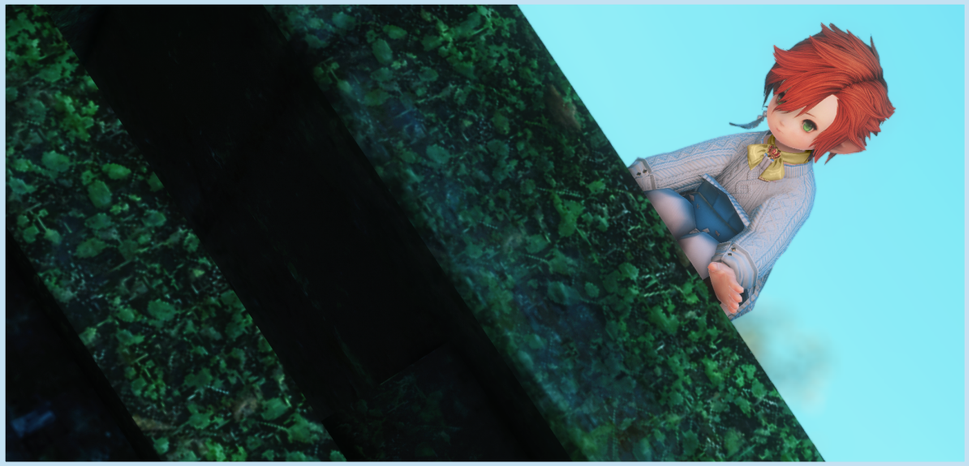

GEAR LIST
FOR EMMA

WEAPON: MAPLE LONGBOW
Obtained: Crafted (CRP Lvl. 7) / Geraint - Old Gridania (364 Gil) / Market Board

CHEST: WINTER SWEATER
Dye: General-purpose Pure White
Obtained: Crafted (WVR Lvl. 70) / Market Board

GLOVES: WYVERNSKIN CUFFS OF AIMING
Dye: General-purpose Pure White
Obtained: Crafted (LTW Lvl. 52) / Norlaise - Ishgard - The Pillars (13,860 Gil) / Market Board

PANTS: FAIRE KOHAKAMA
Dye: General-purpose Pure White
Obtained: Mog Station

SHOES: WOLF MOCCASINS
Obtained: Crafted (LTW Lvl. 50) / Market Board

NECK: RAMIE RIBBON OF AIMING
Obtained: Crafted (WVR Lvl. 54) / Market Board

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Trafalgar Law from ONE PIECE

Lead a band of pirates and cruise the New World in style, just like the leader of the Heart Pirates, Trafalgar D. Water Law. Become the Worst Generation's crafty and opportunistic Surgeon of Death with this *cutting-edge* get-up.

GEAR LIST
FOR TRAFALGAR LAW

WEAPON: ANTIQUATED KIKU-ICHIMONJI
Obtained: The Battle on Bekko (Samurai Class Quest)

HEAD: FLAT CAP
Dye: Snow White
Obtained: Crafted (WVR. Lvl. 45) / Market Board

CHEST: TRUE LINEN COAT OF STRIKING
Dye: General-purpose Jet Black
Obtained: Crafted (WVR Lvl. 70) / Market Board

PANTS: KUDZU TROUSERS OF STRIKING
Dye: Corpse Blue
Obtained: Crafted (WVR Lvl. 65) / Oroniri Merchant - The Azim Steppe - The Dawn Throne (35,673 Gil) / Market Board

SHOES: LOYAL BUTLER'S GAITERS
Obtained: Mog Station

EARRINGS: BRASS EARRINGS
Obtained: Crafted (GSM Lvl. 17) / Ilorie - Old Gridania (398 Gil) / Market Board

Sophie Hatter from Howl's Moving Castle

An apprentice milliner at her late father's hat shop, Sophie lives in a small town called Market Chipping in the Kingdom of Ingary. After a chance encounter with the wizard Howl, she is cursed by the Witch of the Waste out of jealousy and turned into an old woman, which is where her adventure truly begins...

GEAR LIST
FOR SOPHIE HATTER

WEAPON: PLUMED YEW CROOK
Obtained: Crafted (CRP Lvl. 30) / Geraint - Old Gridania (4,622 Gil) / Market Board

HEAD: STABLEHAND'S HAT
Dye: Rolanberry Red
Obtained: Crafted (WVR Lvl. 13) / Domitien - Old Gridania (312 Gil) / Market Board

CHEST: THAVNAIRIAN WOOL AUTUMN DRESS
Dye: Othard Blue
Obtained: Crafted (WVR Lvl. 70) / Market Board

GLOVES: FALSE NAILS
Dye: Gobbiebag Brown
Obtained: Madhura - The Fringes - Castellum Velodyna (6 Ananta Dreamstaff)

PANTS: MILITIA TIGHTS
Dye: General-purpose Jet Black
Obtained: Crafted (WVR Lvl. 50) / Market Board

SHOES: HIGH HOUSE HALFBOOTS
Dye: Shale Brown
Obtained: Crafted (LTW Lvl. 60) / Market Board

RING: ORTHODOX RING OF HEALING
Obtained: The Aery

TUESDAY SIMMONS FROM Carole & Tuesday

Music has helped Tuesday find her way from lonely dreams to both true friendship and making a real impact on the world. Her journey was made in style, and now you too can take a walk in her shoes.

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GEAR LIST
FOR TUESDAY SIMMONS

WEAPON: HYPERCONDUCTIVE GANDIVA
Obtained: Coming into Its Own (Sidequest)

CHEST: QUAINTRELLE'S RUFFLED DRESS
Obtained: Crafted (WVR Lvl. 70) / Market Board

GLOVES: SWALLOWSKIN GLOVES
Obtained: Madhura - The Fringes - Castellum Velodyna (6 Ananta Dreamstaff)

PANTS: FAR EASTERN MAIDEN'S BOTTOMS
Dye: General-purpose Jet Black
Obtained: Mog Station

SHOES: BEST MAN'S GAITERS
Obtained: Crafted (LTW Lvl. 50) / Rianne - Ul'dah - Steps of Nald (6,000 Gil) / Market Board

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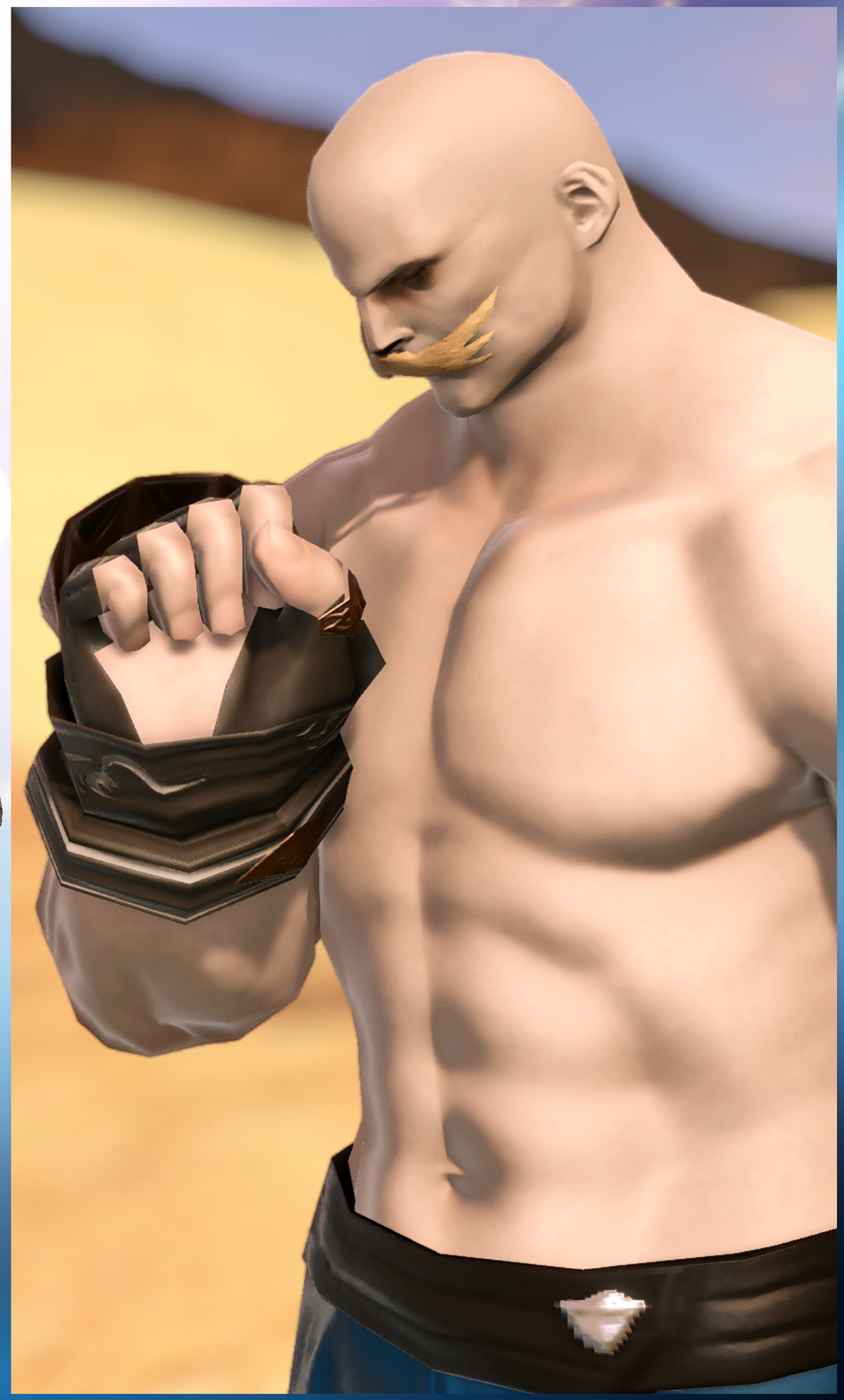
MAJOR ARMSTRONG

FROM

FULLMETAL ALCHEMIST



See this body, perfectly sculpted, *pulsing with loyalty*. True friendship is forged from muscle. Feel and understand how they boast *the truth*. A body like this is the result of such perfect genes that have been passed down the *Armstrong line for generations.*

GEAR LIST
FOR MAJOR ARMSTRONG

WEAPON: EMPEROR'S NEW FISTS
Obtained: Tataroga - Mor Dhona (1,980 Gil) / Market Board

HEAD: FALSE MUSTACHE
Dye: Ul Brown
Obtained: Mog Station

CHEST: EMPEROR'S NEW ROBE
Obtained: Tataroga - Mor Dhona (74 Gil) / Market Board

GLOVES: PUNCHING GLOVES
Obtained: Crafted (LTW Lvl. 50) / Market Board

PANTS: BEST MAN'S SLACKS
Dye: Rhotano Blue
Obtained: Rianna - Crafted (WVR Lvl. 50) / Ul'dah - Steps of Nald (12,000 Gil) / Market Board

SHOES: BEST MAN'S GAITERS
Dye: Soot Black
Obtained: Rianna - Crafted (LTW Lvl. 50) / Ul'dah - Steps of Nald (6,000 Gil) / Market Board

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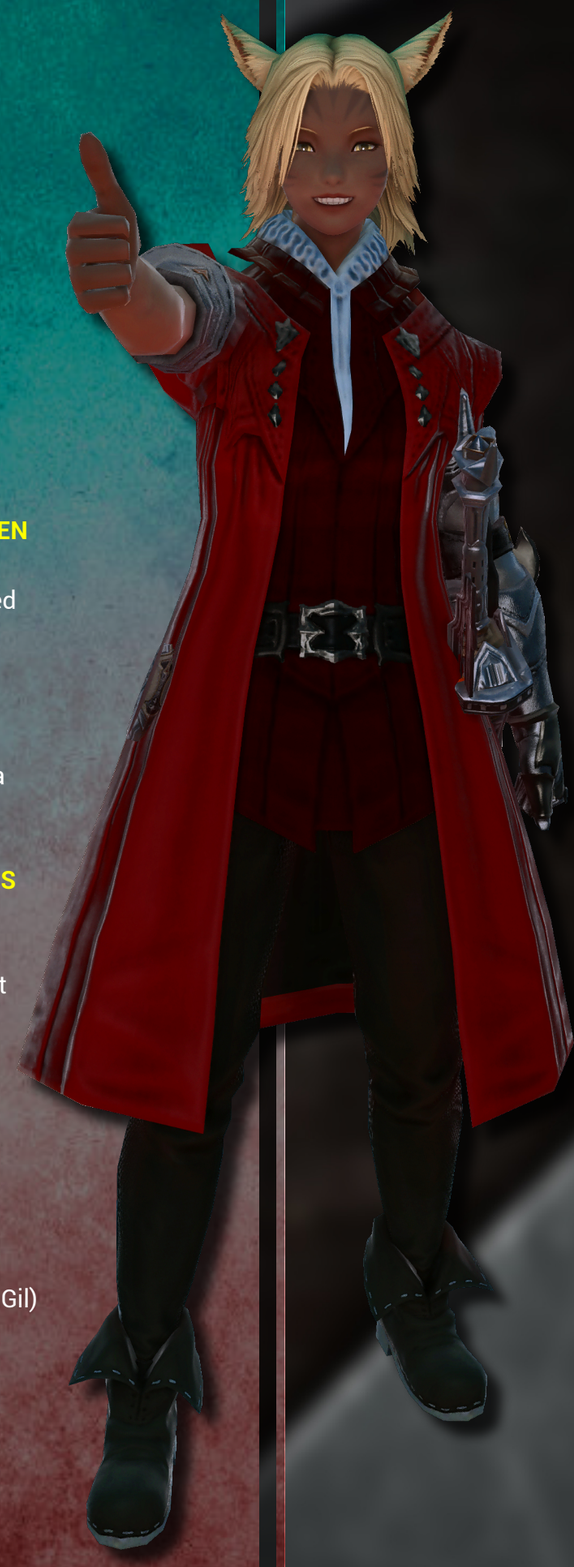
EDWARD ELRIC
FROM
FULLMETAL ALCHEMIST

BY FREDDIE FARCELINE
FROM BEHEMOTH

FFXIV_FARCELINE

The Fullmetal Alchemist's travels have taken him to Eorzea! In a land where alchemists would rather craft potions than fight, Edward Elric has donned the mantle of a red mage. With a lovingly-crafted, single automail arm, a stylish red coat and an otherwise casual presentation, this pipsqueak—don't tell him we said that—is ready to rumble.

GEAR LIST
FOR EDWARD ELRIC



WEAPON: IRONWORKS MAGITEK DEGEN
Obtained: Aelina - Mor Dhona (10x Rowena's Token (Poetics), 1x Encrypted Tomestone)

CHEST: ADEPT'S GOWN
Dye: Dalamud Red
Obtained: Scrip Exchange - Mor Dhona (135 Yellow Crafters' Scrips)

GLOVES: EIKON LEATHER ARMGUARDS OF CASTING
Dye: General-purpose Metallic Silver
Obtained: Crafted (LTW Lvl. 60) / Market Board

PANTS: TANTALUS BREECHES
Dye: Soot Black
Obtained: Veteran Reward (150 Days)

SHOES: LEATHER SHOES
Dye: Soot Black
Obtained: Domitien - Old Gridania (115 Gil)

Elias
from

The Ancient Magus Bride

An inhuman magus of much renown, Elias' odd appearance, unknown origins, and inability to grasp normal human emotions have made him something of a curiosity, even in a world full of magic. In spite of this, his tale begins with the purchase of a one Chise Hatori—the series' namesake—whom he intends to become his apprentice and bride.

GEAR LIST
FOR ELIAS

WEAPON: SEEING HORDE RAPIER
Obtained: Crafted (GSM Lvl. 60) /
Market Board

HEAD: BONEWICCA WHISPERER'S MASK
Dye: General-purpose Pure White
Obtained: The Swallow's Compass

CHEST: LOYAL BUTLER'S JACKET
Dye: General-purpose Jet Black
Obtained: Mog Station

GLOVES: LOYAL BUTLER'S GLOVES
Dye: General-purpose Pure White
Obtained: Mog Station

PANTS: LOYAL BUTLER'S SLACKS
Dye: General-purpose Jet Black
Obtained: Mog Station

SHOES: LOYAL BUTLER'S GAITERS
Dye: General-purpose Jet Black
Obtained: Mog Station

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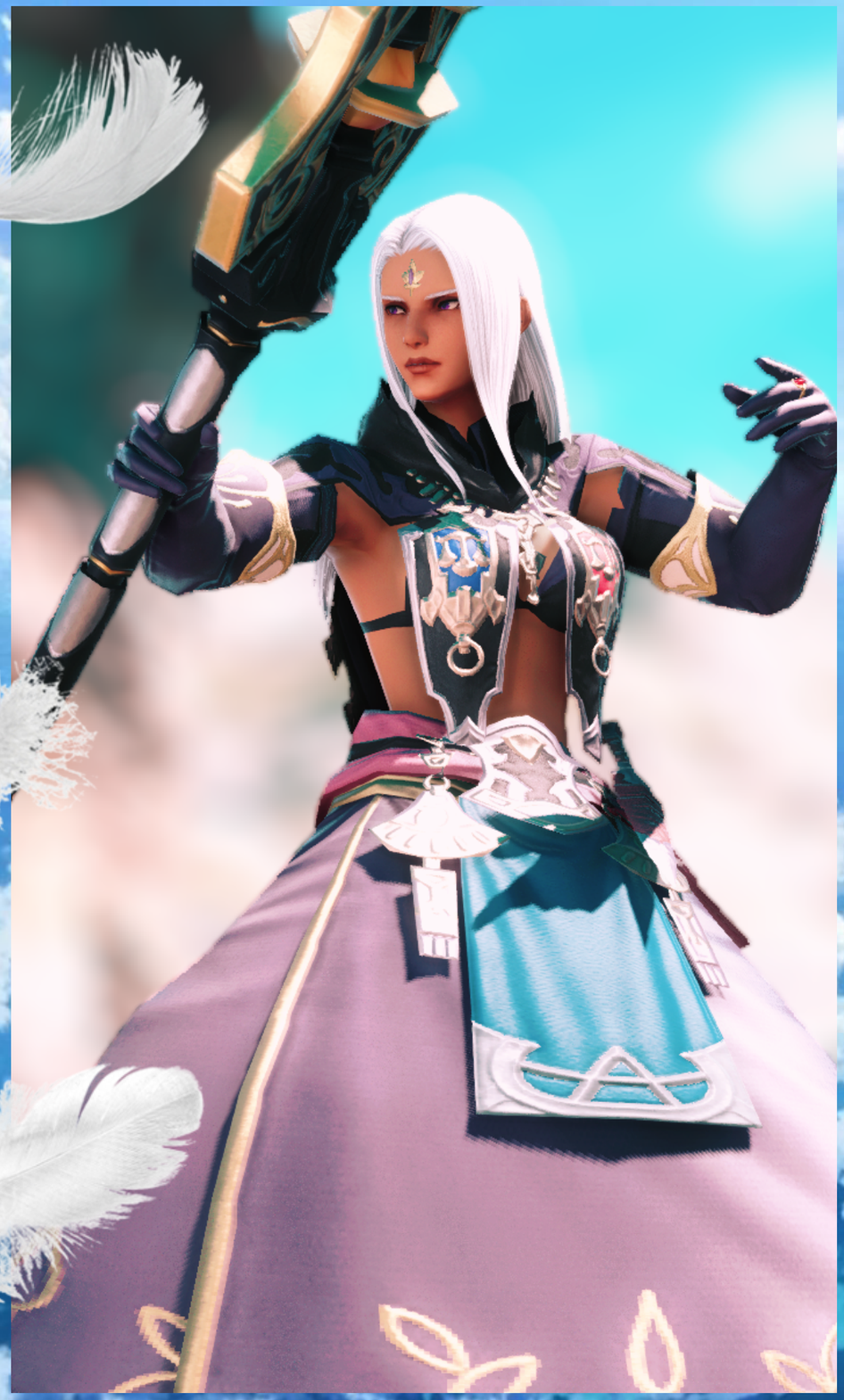
Urd from Ah! My Goddess!



The System Administrator and Manager of Yggdrasil, Urd is a powerful Goddess second class by choice, and older sister to the series' heroine Belldandy. Considering herself a goddess of love, she was banished from Heaven by The Almighty for desertion and interference in the affairs of mortals by use of her powers.

GEAR LIST
FOR URD

WEAPON: FLAME ELITE'S SCEPTER
Obtained: Hunt Billmaster - Ul'dah - Steps of Nald (1,740 Allied Seals)

HEAD: STAR OF THE NEZHA LADY
Dye: Currant Purple
Obtained: Mog Station

CHEST: FLAME ELITE'S SHAWL
Obtained: Hunt Billmaster - Ul'dah - Steps of Nald (1,000 Allied Seals)

GLOVES: FAERIE TALE PRINCESS'S GLOVES
Dye: Currant Purple
Obtained: Mog Station

PANTS: FAERIE TALE PRINCESS'S LONG SKIRT
Dye: Currant Purple
Obtained: Mog Station

SHOES: TRAILBLAZER'S SHOES
Dye: General-purpose Jet Black
Obtained: Scrip Exchange - Old Gridania (52 Yellow Gatherers' Scrips)

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Cu Chulainn

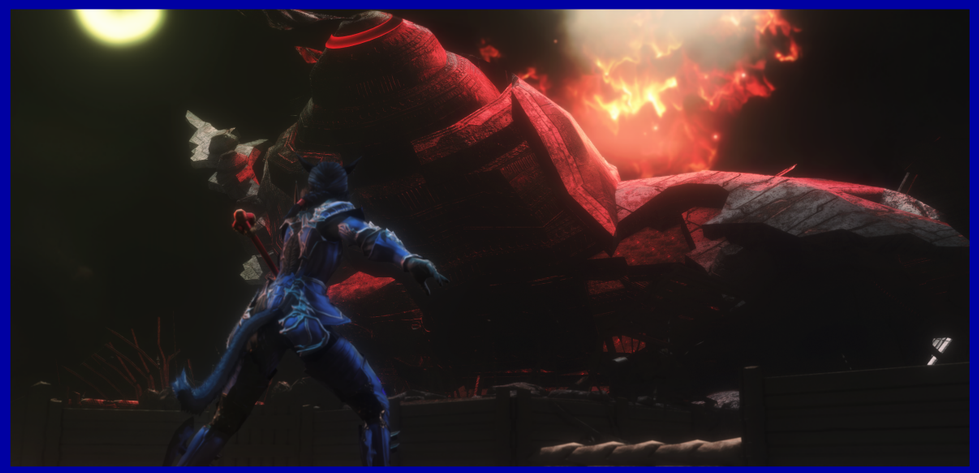
from

Fate

stay night

BY SOLEIL VOLEUSE
FROM GOBLIN

Pierce through the hearts of many with everybody's favorite “best doggo" cosplay glamour—Cu Chulainn. The look of Ireland's Child of Light can be worn by any lancer or dragoon at level 70. All gear except the weapon should be dyed Royal Blue to match his signature look.



GEAR LIST
FOR CU CHULAINN

WEAPON: THE WHITE NIGHT
Obtained: Future Mog Station Item

CHEST: AUGMENTED SHIRE PATHFINDER'S ARMOR
Dye: Royal Blue
Obtained: Seika - Idyllshire
(Shire Pathfinder's Armor, 1x Illuminati Tautest Gobtwine)

GLOVES: AUGMENTED SHIRE PATHFINDER'S GAUNTLETS
Dye: Royal Blue
Obtained: Seika - Idyllshire
(Shire Pathfinder's Gauntlets, 1x Illuminati Tautest Gobtwine)

PANTS: AUGMENTED SHIRE PATHFINDER'S HOSE
Dye: Royal Blue
Obtained: Seika - Idyllshire
(Shire Pathfinder's Hose, 1x Illuminati Tautest Gobtwine)

SHOES: AUGMENTED DRACHEN GREAVES
Dye: Royal Blue
Obtained: Kakalan - Mor Dhona
(Drachen Greaves, 1x Drachen Armor Augmentation)

EARRINGS: ARDENT EARRINGS OF AIMING
Obtained: Yolaine - Ishgard - Foundation
(55 Centurio Seals)

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Nezuko Kamado

FROM

DEMON SLAYER

BY NAMI RIN
FROM CRYSTAL – MALBORO

EROGEPRINCESS

After a demon killed her family, Nezuko was turned into a demon as a result of the attack. At first, she was wild and even attacked her own brother. However, she quickly came to her senses and retained her human emotions, and now fights alongside her brother against the demons.

GEAR LIST
FOR NEZUKO KAMADO

WEAPON: EMPEROR'S NEW FISTS
Obtained: Tataroga - Mor Dhona (1,980 Gil) / Market Board

HEAD: RED BRIGHTLILY CORSAGE
Obtained: Crafted (ALC Lvl. 53) / Market Board

CHEST: YANXIAN MERCHANTS HAORI
Dye: Rose Pink
Obtained: Lighting the Way (Sidequest)

GLOVES: CLAWS OF THE BEAST
Dye: Rose Pink
Obtained: Gold Saucer Attendant - Gold Saucer (30,000 MGP)

PANTS: LADY'S KNICKERS (BLACK)
Obtained: Mog Station

SHOES: RAPTORSKIN WORKBOOTS
Dye: Loam Brown
Obtained: Crafted (LTW Lvl. 45) / Domitien - Old Gridania (5,900 Gil) / Market Board

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That Time I Was Isekai'd Into the World of Final Fantasy as the WoL but I Just Wanted to be a Fashion Model

光の戦士としてファイファンの世界におくられましたけど
ファッションモデルになりたかっただけでした、あの時。

by Alma Emma & Serenaya Carrin

Pa-ping Discord flashed and a familiar red bubble dotted the bottom of the screen.

> @everyone Raid canceled again. Still down 3 people.

An audible sigh escaped from Aimee's breath and the feeling of disappointment took over her evening. She simply leant back and huffed. 'What should I do now!?' She thought to herself. Maybe try the Party Finder? Or maybe look for...she could barely finish her thought when, as if by pure coincidence, another *pa-ping* sound occurred with a notification from another Discord.

> @everyone @Notifications The fourteenth issue of GPOSERS Magazine is now live!

Aimee bolted upright from her slump and her eyes opened wide with awe. She'd forgotten that it was already the end of the month and that it was release day for the new issue of her favorite fan project. She flicked through it with delight, making mental notes as she took in page after page to conjure up new ideas for her next glamour plate. Aahh...the real endgame, she sighed internally.

She noticed an odd flicker every so often as she read. Ignoring it, she kept on, scanning through each page until she had reached the back cover. However, within the blink of an eye, she noticed that the issue had re-opened onto a particular page displaying the deserts of Thanalan. She tried to select the next page but to no avail.

"Is my computer on the fritz?" She hit F5 a few times before the screen flashed a brilliant white. Her peripheral vision seemed to extend to infinity as she found herself thrust into her screen at the speed of light. Afterwards, everything became black.

"Hear," A familiar voice called out to her, echoing despite feeling like she was surrounded by a vast emptiness. "Hear...feel...think..."

She could see the bright mote of light in front of her, its warmth tempting to be touched. She began to walk forward until an evil darkness spawned between her and the light. Only then did she make the cold realization of what was going on.

"Uh, Hydaelyn? I know that's you behind the darkness! Please, I don't think I'm the right person to be The Warrior of Light. If you're going to pull me into the game I'd honestly rather just be a fashion mod-ahhh!" Aimee let out a high-pitched scream as an Ascian—spawned out of the darkness—lunged towards her.

Aimee woke up still screaming, her arms held tight against her body to protect herself. Daring to open her eyes to confront the Ascian, she was instead greeted by a brilliantly bright light of a mid-morning sun. This was not her bedroom. Instead, the floor was cobbled, the walls shone a pale orange and the sun lit up the city streets.

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Is this...Ul'dah? Thoughts of confusion raced through her mind as she connected familiar sights and colors to the one and only city whose motto resounded in her head: For Coin and Country.

"Fresh off the carriage, eh? Let me offer you some advice 'venturer," a familiar figure with round blue glasses called out to her. "The name's Wymond and I hope you'll remember that for what I'm about to tell you. Pray, speak-"

"Speak to Momodi the master of the Adventurers' Guild and proprietor of the Quicksand?" Aimee cut in, ending his monologue short. "Yes, I am aware. Thank you, though." It seemed entering the world of Eorzea had somewhat removed any sign of confusion that any normal person would feel upon being thrust across worlds involuntarily.

Wymond gave a cool shrug and turned about his business.

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In the corner of Aimee's eye, the white locks of a small figure captured her attention. Alphinaud was hunched underneath one of the many canopies within the Sapphire Avenue Exchange. In front of him were several dresses and gowns of bright, vivid colors, and his posture deliberating above them was eerily similar to that of the /think emote in-game. She paced over to where he was out of curiosity and excitement, taking care not to bring any attention to herself.

“Pray, what in the Twelve was I thinking when I volunteered for this. This dress might work...nay, this one mayhaps...” Alphinaud muttered under his breath.

“Need help picking out clothes?” Aimee broke through his muffled mantra. Her fashion senses were tingling.

Alphinaud turned to face her. He glanced at her figure briefly, taking in her apparent fashionable senses before his face slightly flushed, “My apologies, but I wouldn't want to bother you with something so trivial.”

“Nonsense! I love picking out outfits and glamour just happens to be my specialization,” Aimee puffed out her chest with pride. “The dresses you have in front of you are nice, but I think we could do better.”

Alphinaud smiled in assent and allowed Aimee to lead him through the maze of fabrics that made up the walls of the market.

Sweat beaded around Aimee's brow as she ascended the staircase with hands full of purchased clothing and fabrics. Despite the Adventurers' Guild being adjacent to the market, she was having second thoughts on offering to even help carry everything. *It sure is difficult not having a magic inventory to drop things into,* she thought as they climbed up to a narrow hallway.

"Thank you, the room is right over there," Alphinaud motioned with his chin as his arms were also full. "The event all of this is for is actually tonight. You're more than welcome to join us."

Alphinaud's *friend*, the recipient of the articles she was carrying, was staying in a room above the Adventurers' Guild and was supposedly "getting ready" for something according to their conversations from earlier.

"What kind of event needs this many outfits?" Aimee asked.

"The Masked Rose is holding a fashion show here in Ul'dah and my friend has a particular interest in these kinds of events," Alphinaud paced a few steps ahead of her to knock on the door. "She is not the most talkative type. But I assure you, she means well."

Wait a second...Aimee thought as she pieced together her new reality.

Muffled footsteps came from beyond the wooden double-door, increasing in volume as they stepped closer. The door opened and Aimee was left breathless. From the doorway, she looked directly into Aimee's eyes. Her features were unparalleled and she gave off an air of both unrelenting power and...hope.

"My friend, this is Aimee, a new acquaintance and glamour specialist," Alphinaud said, breaking the moment's silence. "Aimee this is Artemis Lightsong, but most know her as the Warrior of Light."

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THAT'S ME. Aimee's thoughts thundered as most of Alphinaud's words went over her head. *Or maybe...she's me? That's definitely my character in-game. The same name, look, and everything.*

The Warrior of Light gave her a well-practiced nod and held the door open for both of them to enter. The room was kept clean and spacious. The only thing that caught Aimee's eye was an opened glamour dresser along the wall.
While everything about the adventurer was exactly how Aimee created her, she noted that their current outfit left something to be desired. She began to realize why Alphinaud was left out in the market in the first place.

The Warrior of Light held up several glamour prisms and the clothing carried up to the room vanished. She held the prisms in her hand, puzzled as to which piece of clothing to try on first.

“I think I’ll take you up on that offer of coming along with you both. I may have an idea or two for this fashion show," Aimee said.

“Wonderful! While you two figure that out, I'm going to attend to some business downstairs with Momodi," Alphinaud said. “I shall return to fetch you both before the event." With that, he left the room.

The Warrior of Light pulled out a few blank glamour plates from the dresser and Aimee moved over beside her. They both remained silent mulling over which slots to fill in as each of the dresser's drawers were filled with different prisms of clothing. The Warrior of Light had amassed quite a collection of clothing, even Aimee didn't recognize some of the pieces reflected off of the prisms' surfaces.

Aimee did, however, recognize enough to assemble an outfit she had previously used when she first started to explore the world of glamour. She couldn't help but reminisce as she held the glamour plate up into the light. In the corner of her eye she could see the Warrior of Light eyeing the plate in awe.

“Here, try it on!" Aimee smiled, handing it over.

The Warrior of Light took the plate and touched it to her clothing, willing the glamour to life. The odd colors and outline of her outfit glimmered for a split second before flashing into an entirely different look. She took a moment to examine herself in her new garments and was quick to display her satisfaction with a twirl.

Aimee was again without words as she stared—breathless at the sight of her own character come to life. It looked exactly as it did from back then and was even more spectacular seeing it beyond just pixels on her screen. But in the midst of her memories, a jolt of pain shot through her head like a javelin. Aimee brought a free hand to her head in a vain attempt to alleviate the pain. Looking up, she could see the Warrior of Light mimicking similar motions.

A flood of familiar, foreign memories burst into Aimee's thoughts. She recognized these as various cutscenes from the game but all through the eyes of the Warrior of Light, herself. Empathy coursed through her as the once fun, exciting, light-hearted memory of the game of Final Fantasy XIV became wrought with real emotion. She understood the anguish, betrayal, and loss the adventurer felt over her journey, but also the times of joy, love, and hope.

"Was that..." Tears rolled down from Aimee's eyes. "Was that the-"

"The Echo," Artemis replied. "You have it too. You..." She paused a moment to contemplate, "You're me."

There was a long pause between the two, simply taking in the sight of seeing the other for who they truly are.

Aimee broke her silence first, "I mean, sort of...I guess? I'm not a badass like you to be completely honest. I just play a lot of video games."

Artemis burst out with a fit of laughter. An infectious laughter that spread to Aimee as she too reflected on the ridiculousness of both of their statements.

"It's a pleasure to finally meet you Aimee," Artemis beamed.

Aimee nodded in wholehearted agreement. Sensing that quite a bit of time had passed without any progress on their initial objective, she sat up with a new regained confidence. "Seeing as how you experienced my past first hand, there's a particular glamour I'd like to reassemble. So I hope you're thinking what I'm thinking."

Artemis picked up a new glamour plate and they both helped each other assemble the outfit from memory. It wasn't long before they finished. As Artemis held up the completed plate, she too could reminisce in its memory as if it were her own.

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A swift knock brought both of their attention to the door. Without waiting for a reply, it opened to reveal a somewhat distraught Alphinaud on the other side.

“Artemis, sorry to interrupt you two but we need to leave for the Waking Sands," Alphinaud said with a fiery expression.

Artemis stood up from her seat and began to walk over to him, swiftly rearming herself with a sword that was leaned against the wall.

Aimee hurriedly rose to her feet and attempted to follow her, “Let me help you!"

Artemis shot out her arm to stop her in her tracks. “Nay, I'm sorry but I can't let you," she replied punctually, as if to prevent her from rebutting.
Artemis opened the palm of her other hand to reveal the glamour plate they had created.

“Go in my place," she said, placing the glamour plate in Aimee's hands. “You see, I've never known how to dress up properly, aside from wearing my armor. Maybe it was you from that other world that caused me to take interest in these events in the first place."

Aimee nodded and gave a bittersweet smile, “Maybe after you're finished with all of your Warrior of Light duties I can teach you a thing or two. Glamour is, afterall the-"

“The true endgame," she finished.

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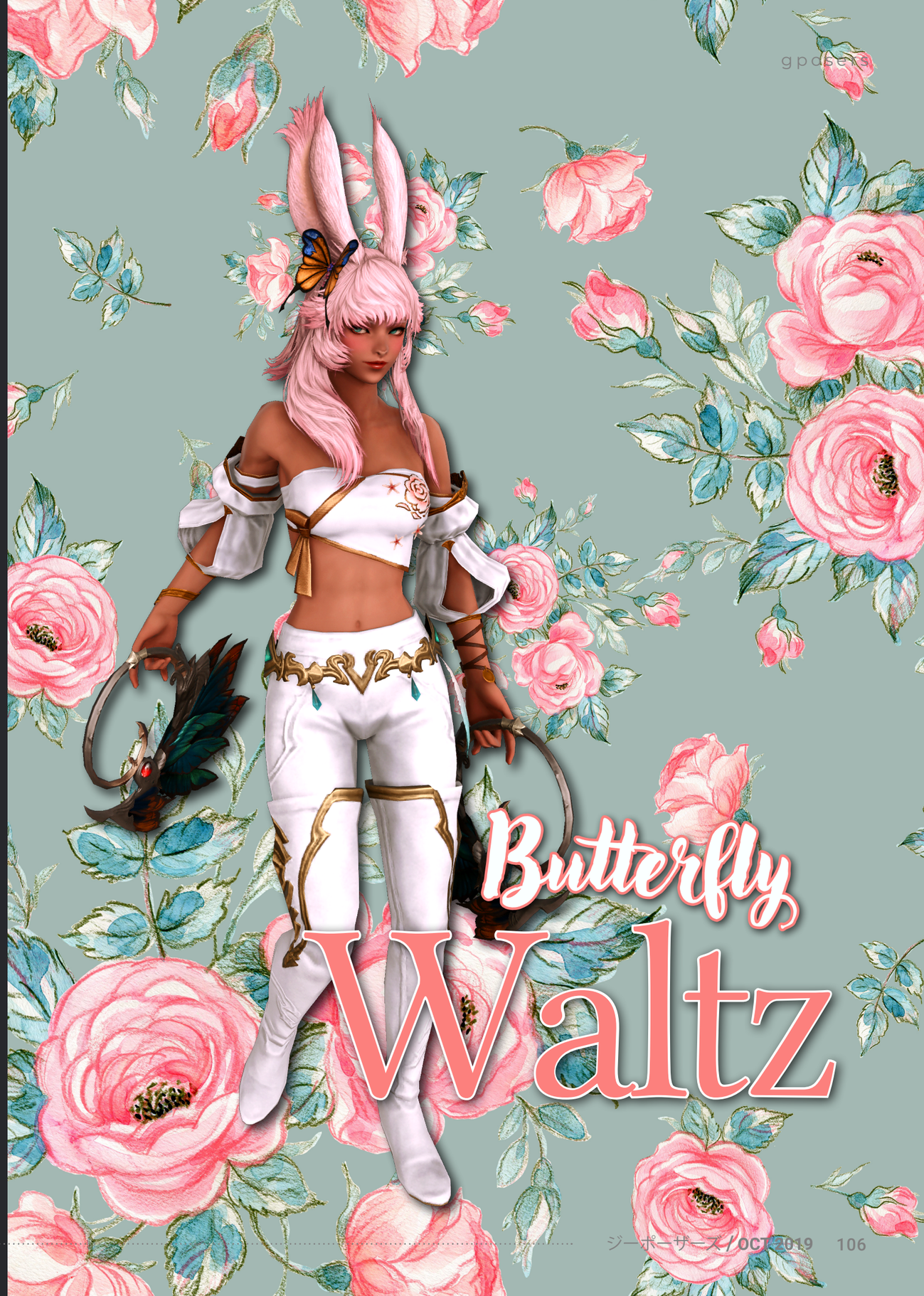

ア・ステージ・リボーン 舞台裏

A Stage Reborn Behind the Curtain

This month GPOSERS were lucky enough to be invited to view A Stage Reborn's "A Midsummer Night's Dream" live and in-game. If you've never heard of A Stage Reborn, where have you been? To give a little background, ASR is a registered, non-profit charity that focuses on the performing arts and performing adapted stage shows in Final Fantasy XIV. Lady Arkana managed to get some time with the charity's founder Wanderer to ask him about the project and their latest production.

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Interview

LADY ARKANA: First of all, thank you for letting GPOSERS staff come watch “A Midsummer Night’s Dream”, and thank you for taking the time to speak with me. How are you doing?

WANDERER: I'm doing good! Even though this show is finished (the live portion at least) we've still got a lot going on so I've been steadily playing catch-up with the rest of my to-do list, so I only had a handful of days off to relax afterwards.

L: Ah yes, I saw the October Discord contest announcement a few days ago! Is that something you do quite regularly?

W: We used to do game-based contests monthly in our early days. We wanted to bring them back across multiple platforms, so they're hopefully going to become a regular thing now, every month or so.

After the Halloween events were over, I realized that with costume contests and skits, a lot of creativity could be done through the game close enough to real-life performance activities. With the skit especially, I found myself able to apply things like rudimentary stage blocking, costume design aspects and so on.

My fiancée had the idea and was a big inspiration. She helped me put together the first contests we did: costume contests and skit competitions. From there, the community response grew pretty quickly with people joining the team long-term, helping with prizes and event running.

"The idea of doing a play came up and we were just waiting for the right time to do it."

A year later, we had enough support and help with our events that we began putting on stage plays, starting with "I Want to Be Your Canary" in 2016.

From there we continued gaining more traction, and with a greater focus on these unique, accessible arts opportunities through these non-traditional means, it lead to us becoming a real life registered charity.

L: That chocobo skit sounds hilarious! Care to perform it again some day?

W: I don't have the original macro but I remember the substance. With A Stage Reborn's anniversary coming up, I don't see why we couldn't reprise the first skit.

L: Excellent, I can't wait! Also, I read that ASR is a registered charity! Do you do any events outside of the game?

W: We do! We have a virtual choir project that's a bit more workshop/ education focused than say, Eric Whitacre's choir. The idea is that on a casual basis we take vocalists who want to either build up their repertoire, or newcomers that want some help learning music theory, sight-singing, ear-training and a bit of music history. Especially in small communities, diving in right away to a community choir can be intimidating, so by offering a casual workshoppable song-by-song program, we can give people a low-stress way to practice and learn vocal music that will allow them to gain skills to participate in more vocal activities in their area.

We also have been preparing more workshops. A lot of our workshops have taken place over Discord and Final Fantasy XIV simultaneously. They take a bit to write because we take university-level material and

try to distill it in a 2-3 hour block, but with the lesson plan written in such a way that we can pick any combination of audio/video/virtual mediums (or even IRL still) and teach them over. Some of the upcoming workshops will focus on acting, directing and event management. I know we also plan to do a special Music Theory primer using Bard Perform with a "How to Set Up Bome's" segment since that was something highly demanded by those out there with access to a simple MIDI keyboard.

We also have been working on internal opportunities. Our budget is too small to comply with payroll regulations so we're a fully-volunteer charity until we're able to obtain better funding and grants to pay staff an honest wage for their time.

"What we do in turn for now is provide our staff with career and educational opportunities for helping run the organization."

For example, the media staff leading the post-show media project has the entire Creative Cloud suite paid for by our nonprofit so they can not only do their work, but have access to everything Adobe to use, learn and work with to continue building skills that can be useful not only on their resume, but when using us as a job reference. Additionally, some of our team work for amazing companies with great opportunities—I can't say the specifics—but some of our staff are always keeping an eye on what's hiring at their office, and try to help foster opportunities for our volunteers by crafting their volunteer role to be a bridge between their current skills and the career opportunity. We've had a few people successfully use A Stage Reborn as a career stepping stone so far!

Oh! And I can't forget, convention tables. We actually have a small mini-convention our charity is representing at in Scottsbluff, NE (High Plains Mini-Con) so we're currently preparing for that on October 26th. Conventions give us an opportunity to bring out some staff to get them some public relations experience while also getting sign-ups for things like our choir, or support through charitable donations.

L: That is amazing to hear! Stories of staff at XIV communities landing new careers because of their work is becoming quite a regular thing, which is really encouraging, I reckon. I had no idea ASR covered so many areas!

Just touching on what you said about teaching acting in the game—was it more or less difficult than how you thought it would be the first time you performed?

W: It is and it isn't. We're limited by what the developers give us, so things like the rate of movement or selection of emotes can sometimes feel like constraints. Our team and the participants we get in-game for shows have always been able to work with that regardless. One example is the fact that emotes need to be stationary, or that we have limited run/walk speeds. While unavoidable, fortunately these aren't idea-breaking. Sometimes we want to express a scene in a particular way that requires more time refining what emotes, expressions and character facing we're using, but we've never hit a roadblock!

There are areas that it enhances how we can do acting for a show. For example, with the Dancer's dash ability, we were able to be a lot more creative with the fey's behaviors in A Midsummer Night's Dream than a traditional performance. We were able to portray the fey more as the magical creatures they are in the play in comparison to the Athenians. That was one area it ended up giving us a lot more (and fun!) acting choices for the characters.

L: And the new Shadowbringers glamours really helped bring that feeling of the fae to Midsummers! Titania's dancer weapon suited very well I thought.

W: Absolutely! It was an unexpected blessing. We had been planning “A Midsummer Night's Dream” long before details about the expansion were known,

"...so many of our ideas including glamours were enhanced by what the updates brought us."

We still used some older glamours as well that mixed well. Oberon in particular had some of the Grand Company gear from Gridania, for example. We had an excellent costume design team that selected outfits for the play (Titor and Lana Jiles) as well as a really cooperative, collaborative group of participants that would even help farm things like Lighthouse for Demetrius' body piece (which we needed 2 of, since Puck transforms into a mini-Demetrius in one of the acts to taunt Lysander.)

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L: That is a lot of work! How long approximately had you all been working on AMND?

W: It was submitted to us as a play suggestion long, long ago by Emi (Nanamo / Scoot Patoot) who actually ended up becoming part of the team by the time we set the play up as a project.

We started formal planning around May of 2018 when we were putting on "I Want to Be Your Canary: Reprise" but did not get into auditions and rehearsals until July of this year. A lot of work goes into preparing these plays because we need to do script review and cutting to make the show manageable for the audience and actors both, then we need to prepare educational materials to make sure rehearsals aren't solely "make this macro and stand here," but learning experiences for the actors. We set up some optional Acting Essentials assignments for players to use to encourage them to research their characters, the play and the literature a bit more in addition to some stage movement supplements like the Laban Cube since Laban efforts, blocking and facing along with audience sightlines and your character model's motions can help you transform how the audience interprets an emote.

When cutting down the script, it has to be reviewed to ensure the play's structure stays intact. With Shakespeare, this meant I had to review cuts and changes to ensure we kept the poetry and meter intact. We had about 8 people total help with script adjustments. I focused heavily on Shakespeare literature and performance with my theater degree so I gave everything a final review when it came to changes. We also brought in a dramaturgy to assist with any additional changes during rehearsals (like semi-localization of some words—you'll notice a few changes with references to Dalmasca, a mention of Buduga, and so on among references to places like Athens, the Amazon) to also make sure that we weren't just wildly replacing words, but picking parallels to help both XIV and non-XIV players alike have some relatable context to connect the dots with.

From there, once we got the cast and crew together it was about 2 months of rehearsals before you saw what we put on. All in all, the entire process took over a year. We're hoping with additional staff we can start trimming down that time though so larger projects like this only take around 6 months from approval to performance.

L: Aha, what a very neat tie-in to my next question. What advice would you give to any player looking to join the fun?

W: Best Advice? Don't be shy!

We've gotten a lot of responses like, "there's no way I have the time or skill to do this," or "I'd love to get involved but I have no experience!" Honestly, most of the participants in our projects have zero experience doing this, if any, even in real-world parallels. A few might have arts backgrounds, a few may have role-playing backgrounds. Many have never done something like this. We provide you the time, the tools and the guidance. We're always there to answer questions and help you learn — after all, that's what we're here to do: provide an accessible opportunity to learn the arts through mediums like FFXIV!

There are also opportunities staff-side, but those are more the "paperwork" things of actually running a charity and not so much the actors and techies from the FFXIV shows. Some of those positions require a bit of experience (i.e., if you're applying as an Accountant we'll probably be looking for you to have or be working towards a CPA, or at least having some Quickbooks or secretarial related experience) but in those positions, we often look at the market for the average experience levels and go a rung lower because we know people want to gain certain job skills but don't have the time or money for higher education, or can't find a way to get experience in those areas in their current situation. The visual and performing arts industry is more than just the arts, but the opportunities for personal and career development running an arts charity affords to the public too!

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L: Great advice and information! I just have a few more questions — they are all fun ones and there is one wildcard question you may choose to answer. It is a little eccentric. Care to answer the wildcard at the end?

W: I'd love to! And if you have any random/extra questions feel free to ask too.

L: That's the attitude! Okay, first of all, very important: BBQ sauce or sweet chilli?

W: SWEET CHILI HOW IS THIS EVEN A QUESTION!

L: Cats or Dogs?

W: Dogs, definitely. I have a chihuahua, and before you get on with stereotypes he loves people so much so that every stranger he meets becomes his new best friend.

L: Cute! Next: favourite Final Fantasy installment?

W: I've always been partial to MMO's and with how much Final Fantasy XIV and its community has contributed to my life, it's hard to pick any other title. I do have to shout out to Final Fantasy XI as a runner-up though. I spent 12 years on it and at one point even swore I'd never leave it to play XIV. Good thing I didn't stick to my word on that one!

L: That is a really long time! Team Edward or Team Jacob?

W: ... Can I abstain from having to make a decision about liking Twilight?

L: Time for the wildcard: would you rather have every song in the world but only Pitbull covers them, or one Pitbull song that anyone can cover?

W: That's a challenge, I actually don't know who Pitbull is, so I'll go with one Pitbull song that anyone can cover.

L: I think my jaw just dropped to the floor. It's okay, I will take your answer.

W: Well, I figure, if I don't like his singing, at least there'll be lots of different voice styles to pick from.

Social Media

"Probably the most important page. Monthly Patreon donations are charitable gifts so they're deductible, and they are one of our primary ways of determining our budget. Funds go towards software for the team like Creative Cloud, shop items for actors if needed for a show, contest prizes, as well as our bills like filing fees, virtual office and domains we have to pay. Funding also goes into future projects like ASR IRL which is a real-life visual and performing arts project incubator and workshop space where we will provide the means for people to engage in both virtual and real life creative projects manageable for their lifestyle and needs."

"Our charity's website that has all the information, casting calls, job postings, news and more. You can also see all the ways you can donate or help us out via this short link: https://asr.to/donate (People can learn about things like using Amazon Smile or Humble Bundle and selecting A Stage Reborn as their charity for those companies to donate to from your purchase.)"

www.astagereborn.com

LEEJA'S HOUSING CORNER

featuring Canaan Booern's home on Hyperion

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Happy Spooktober fellow housing enthusiasts! I'm Leeja Llen and I'm back to showcase another fantastic house I stumbled upon in my travels!

I hope you like cozy cottages, sprinkled with a bit of holiday fun because that's exactly what I'm serving up this issue. Hyperion resident, **Canaan Booerns**, certainly wow'd me with their creative use of the small cottage layout.

Before we head inside, let's talk about this yard—simple yet inviting, the small cottage is surrounded by a black wrought iron gate. A trail of **stepping stones** leads to the front door, and to the immediate left is a beautiful array of **lupin flowers**. To tease the coming of All Saints Wake, a **pumpkin lantern** stands ready to the right of the front steps.

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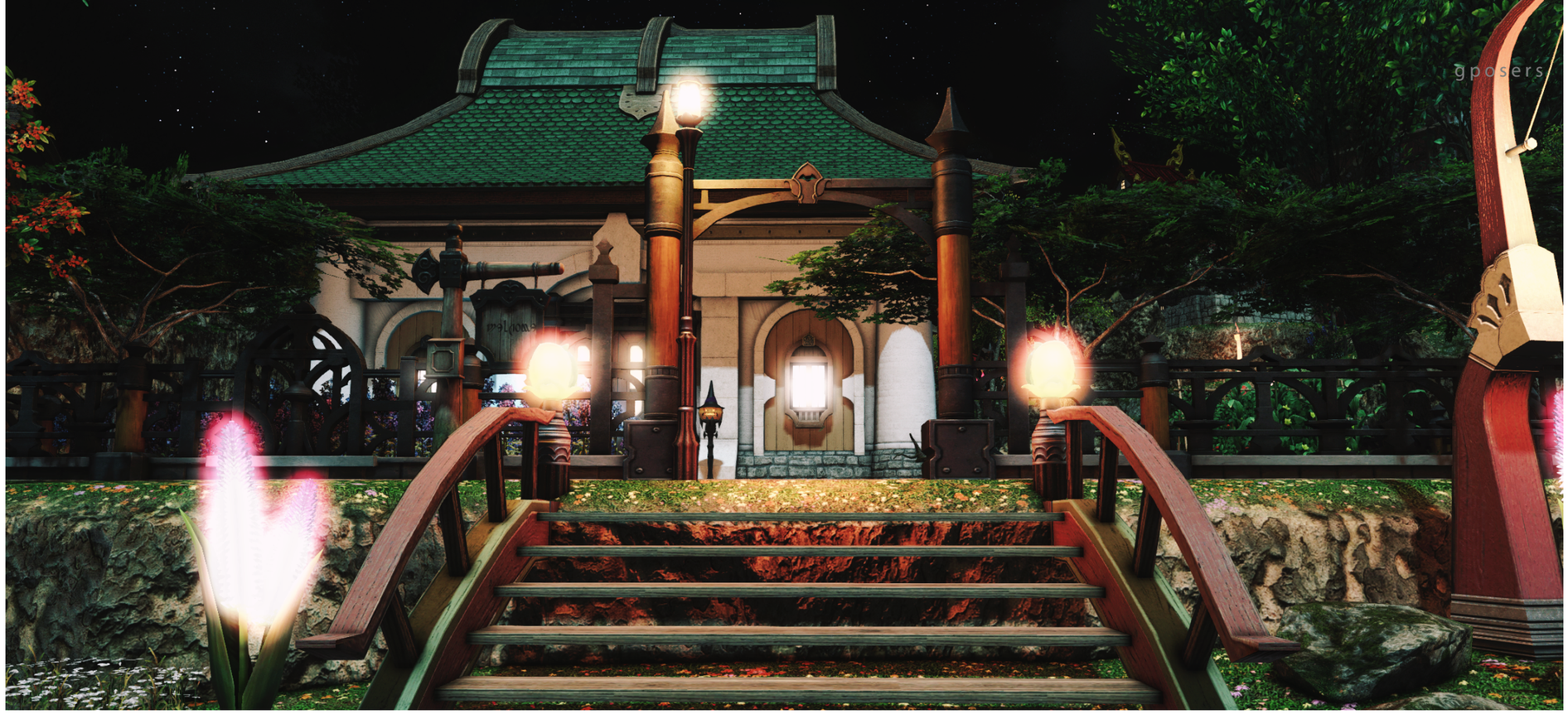

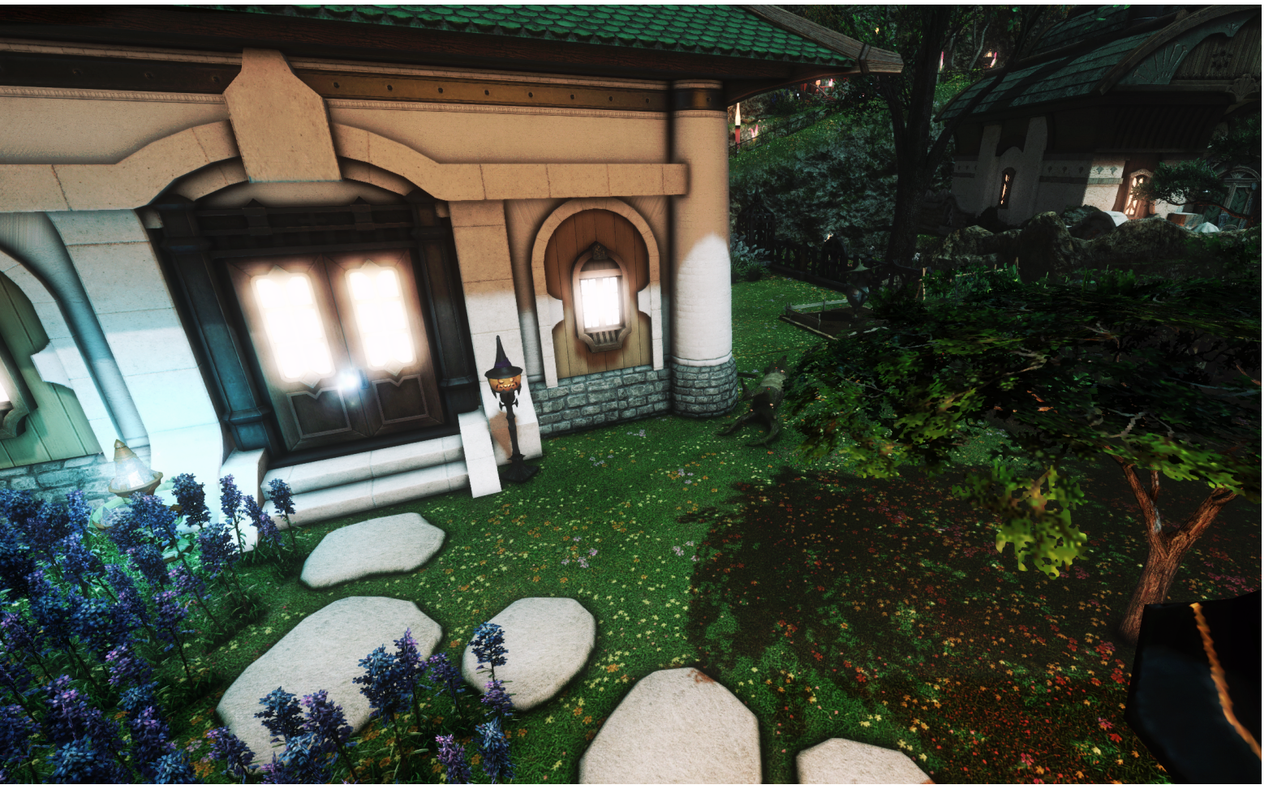

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Turning towards the left, there are a few **gardening plots** meticulously kempt by Canaan, while heading to the back of the yard we are greeted by a plot of **oriental grass**, swaying peacefully in the wind. As enjoyable as the time is spent in this cozy yard, the true magic of this home lies inside, so please follow me!

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Immediately upon entering, we're greeted with some spook-tastic All Saints decorations. Just the sight of one pumpkin (Let alone 3!) puts me right in the holiday spirit. Add some ghostly lighting and I'm hooked!

We have the option to go either left or right from the entryway, but I chose to go left and head past the array of potions and boxes stacked neatly under the stairs, towards the small kitchen sitting area.

Once I rounded the bend I found myself standing in an open kitchen, complete with upper cabinet storage and a sink—full of **dirty dishes** being ignored by the otherwise preoccupied butler.

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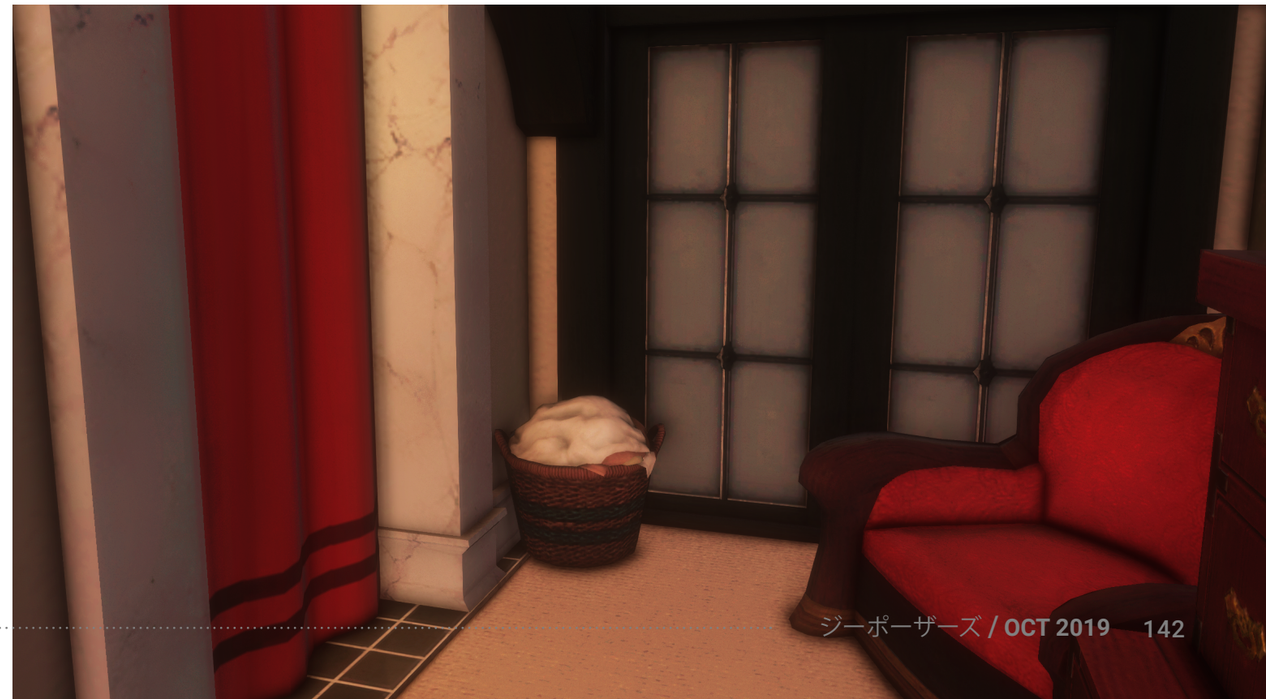
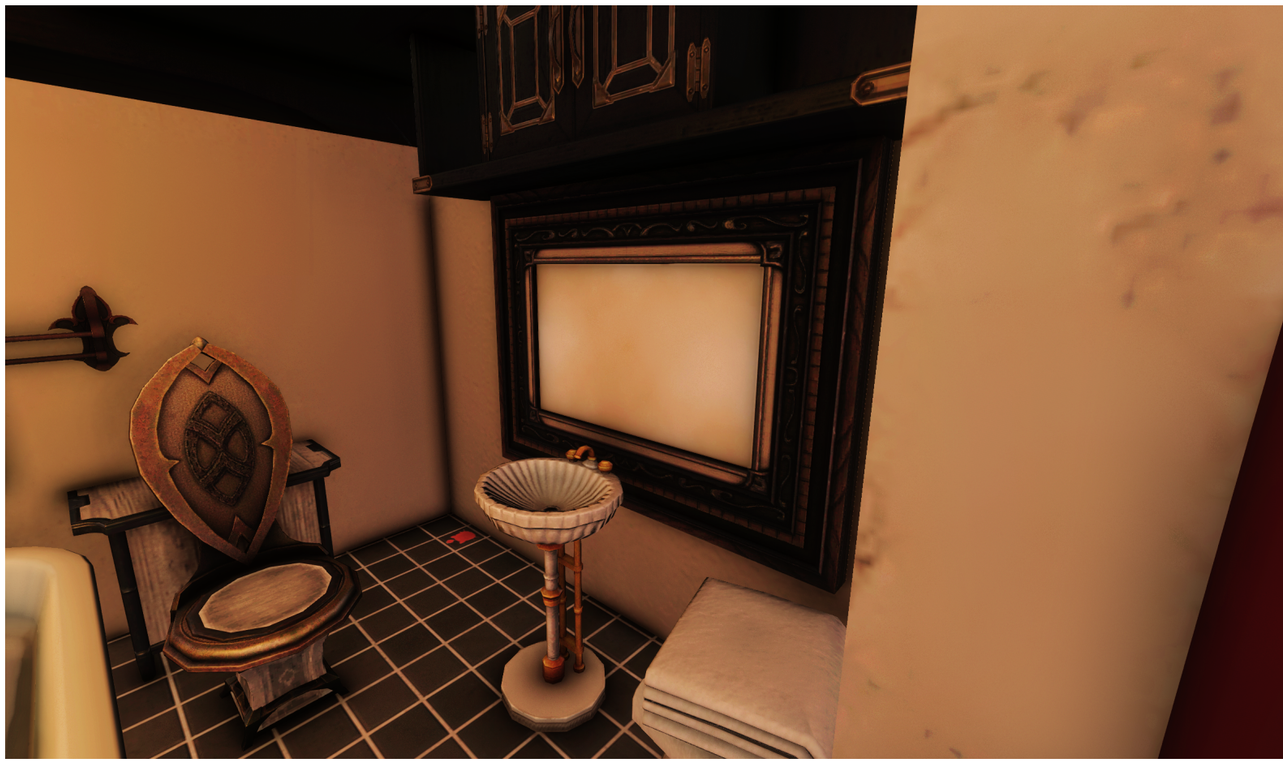
Circling back towards the entryway, we see a **bookshelf** and sitting area—complete with hot tea!—tucked into the corner.

Turning away from the cozy sitting area, we stand at the bottom of a flight of steps leading to the third floor of the cottage. At the top of the stairs is a fully carpeted hallway and a **Hingan dresser** against the wall. I notice the **tiled floor** to the left and go to inspect a small, but highly detailed bathroom—a feat in itself given the limited space available to work with!



Behind the red curtain lies a full bathroom, complete not only with a bathtub, toilet and a sink, but also a large makeshift mirror (created using a **grade 2 picture frame**) and upper cabinets for storage. This bathroom may be small, but it definitely doesn't disappoint!



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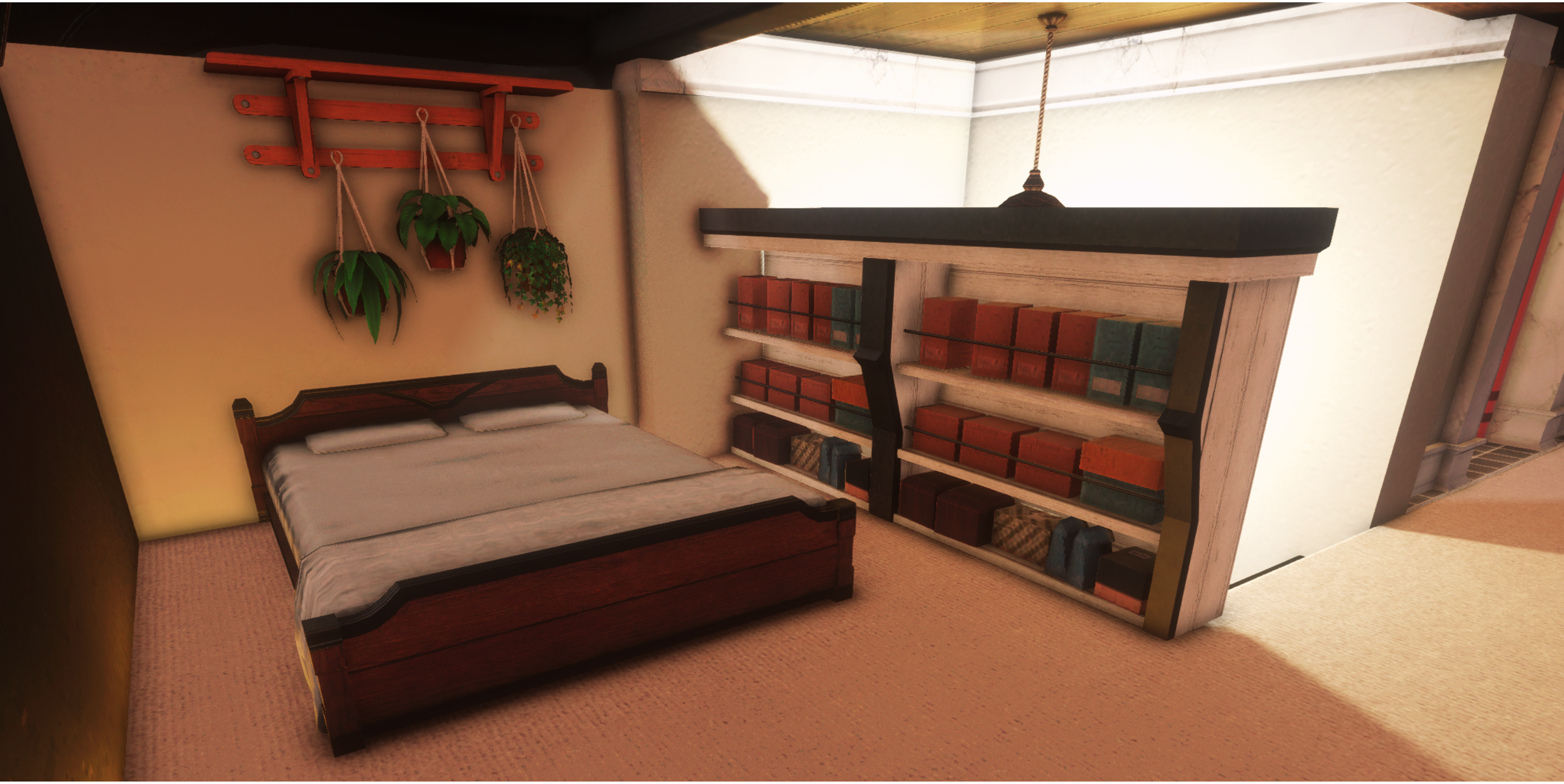

Walking to the other end of the hallway, there is a small bedroom with some storage space. Simple, but very cozy, and with a touch of greenery that I love so much!

Back on the main floor, we stand in the doorway leading to the basement and are greeted by yet another spooky sight - this time in the form of a **pudding settee** and **manor candelabra.**

The view from the top of the stairs looks charming and cozy, as we notice windows accented with **wall planters**, and a black hardwood landing. Things take a turn towards the spooky yet again, with glowing **paw prints** adorning the wall above flickering wax **candles** on the floor beside a blank **easel**.

Straight ahead from the base of the final staircase, is a small storage room filled with wine casks, produce, fruit and other miscellany, while to the left of the landing is a dining/sitting room fit for goblin, ghoul or even a...gulp...vampire!

A mouthwatering spread of All Saints Wake inspired treats is laid out on a long **dining table**, accompanied by ghostly, glowing candles and a **coffin** sits, doors ajar, across from the sitting room sofa.

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More flicking candles sit in a brick fireplace, built into a fashionable black accent wall, tying the room and all its spooky elements together.

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Canaan designed a masterpiece of a home, and I found myself truly amazed at the level of detail and creativity that went into this cottage. If you ever find yourself wandering **The Lavender Beds** on **Hyperion**, be sure to stop by **Ward 13, Plot 40** to see this home for yourself!

I think it's safe to say I've gone on long enough! What did you think, housing fans? Were you as pleasantly spooked by Canaan's design as I was? Have you seen any holiday inspired houses in your travels that knocked you off your broomstick? If you have, hop on over to our Discord and gimme a shout! I'd love to see more of the endless creativity you all have to offer.

Leeja

WANT TO SEE MORE?

JOIN OUR DISCORD

OCTOBER BIRTHDAYS

04 Zero Kasha (CACTUAR)
Rhalgr the Destroyer

10 Luneth Silvermoon (MOOGLE)
Menphina the Lover

12 Shiszla Vershy (ODIN)
Azeyma the Warden

17 Manfred Dragonheart (RAGNAROK)
Llymlaen the Navigator

18 Nyanta Hood (ODIN)
Nymeia the Spinner

20 Eirin Cross (FAMFRIT)
Oschon the Wanderer

21 Andrea Moonstar (COEURL)
Halone the Fury

21 Kryll Kinn (ULTROS)
Halone the Fury

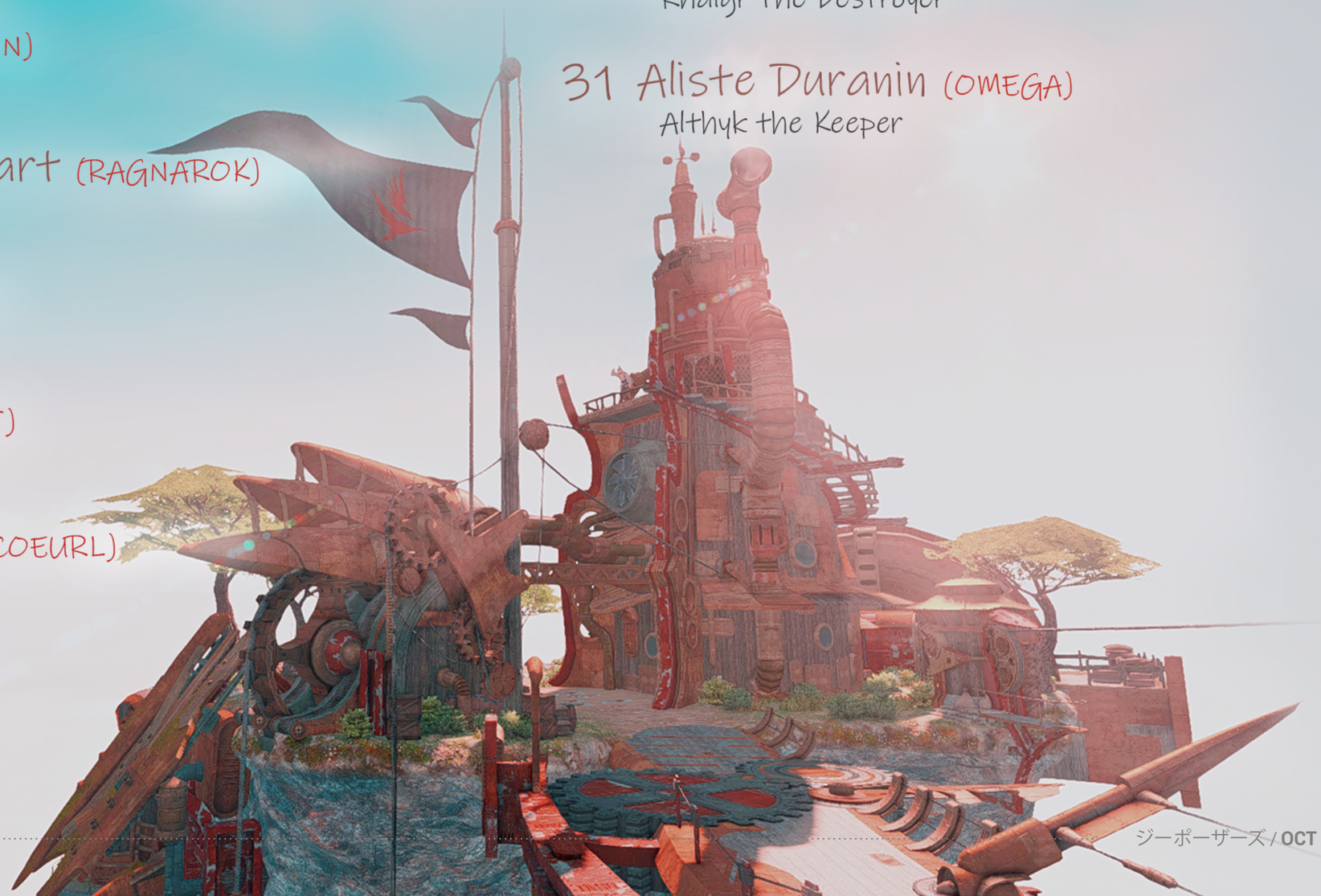
23 Sunder Sky (GOBLIN)
Llymlaen the Navigator

27 Cutiepoo Usasa (TONBERRY)
Althyk the Keeper

28 Honey Hawk (PHOENIX)
Menphina the Lover

29 Leyanora Finn (ODIN)
Rhalgr the Destroyer

31 Aliste Duranin (OMEGA)
Althyk the Keeper



THE PURSUIT OF Ultimacy

by Alma Emma and Serenaya Cărrin

The release of patch 5.1 raises the bar once more for those seeking the greatest challenges Final Fantasy XIV has to offer. Along with the release of YoRHa: Dark Apocalypse, a new ultimate-level raid will be opened to the overdwellers who resisted the urge to bow down to Titan's wrath and conquered him in Eden's Gate: Sepulture (Savage). Ultimate fights are well known to be excruciatingly challenging and require their combatants to be both hard-hitting and mechanic-savvy over long periods of time. Despite a considerably low duty completion rate per capita, overcoming it will certainly be within the realm of possibility for some.

Nitrás Leafsong and **Alexia/Seci Mittrei** of the Omega server are both ultimate-level raiders on the Chaos data center but recently moved from Light. Both have cleared the two previous ultimates and are expected to progress through the next two weeks after patch 5.1's release. Let's explore this challenge together as we pick their brains to discover some tips and tricks from these veteran ultimate raiders and see how they're preparing themselves for this upcoming fight.

Ultimate fights are not to be confused with regular savage-level content. The average length of time to complete these fights are heavily extended due to more intense mechanics, heavier damage, require greater knowledge of your class and its utilities, include a multitude of phases and much more. Because of this, a different mindset altogether is required to progress through an ultimate fight.

> *Mentality wise it's important to quickly understand the mechanics as they happen and respect them accordingly. In savage you can get away with a lot of 'greedy' moments which get heavily punished in the ultimates. One thing that I think helped us most was having one person actively deciding on which tactics we would use as well as doing the callouts for the various mechanics.* - **Alexia Mittrei**

Even with plenty of guides and point-of-view videos to study, Mittrei and Leafsong's team spent around 70 hours from progression to the completion of Unending Coil of Bahamut. 70 hours is a considerable amount of time for a team to spend together constantly going through the same fight over and over again. Even outside of the instanced fight, keeping team cohesion and morale high allow for clear heads on each attempt.

> *It's important to keep interacting with your team outside of raid as well, else things might just become a 'pug' of some sort 3 days a week (or however much you raid)* - **Nitras Leafsong**

For those considering progressing through this upcoming ultimate many hours at a time, it is paramount to keep your physical and mental health as a priority. Long periods of sittings can lead to negative health problems such as disk damage and strained neck. Mental fatigue, sometimes known as raider's fatigue to the World of Warcraft and XIV community, can potentially cause regression on progress made within a raid session as once clear, level-headed minds become clouded by repetition.

> *We spread out the raid days a bit more to have a longer cooling down period when not raiding.*
> *As for the longer hours, personally I just make sure to stretch my legs after every few pulls as well as regularly do some wrist exercises.* - **Alexia Mittrei**

"I know our group reduced the schedule from 3 days a week to 2 days a week due to people being exhausted by raiding too much. I know this is the most common thing to do, or just cancel a week of raid to let people recover. However, on a personal level. I have been meditating a lot after raid and I speak loudly to myself, to get things out of my system. I have push to talk so not all of my toxic words come out to people."
- Nitras Leafsong

While the challenge ultimates give may be extremely intensive, the reward of their completion makes everything worth it. Setting the bar high allows groups to challenge their skills to new heights and realize their potential for greater growth.

"There were some nerd screams, followed by a lot of relief and happiness. People were hyped for quite a while after that. I think for most it's a sense of relief though, I've helped some other groups as a sub and it's generally always the same with people being happy to be done and looking forward to clear again. A lot of it is a time investment (even Seren cleared it ffs!), so as long as you have a decent to good understanding of your job you'll be capable of clearing it. It's also always nice knowing you cleared the hardest content available in a game. Enjoy it and have patience." **- Alexia Mittrei**

As you can see quite clearly, those that have cleared know that there's more to it than just simply jumping in and hoping for the best. The stakes are higher and the punishments swift if you misstep, whether a short-term wipe or a problem further on. Ultimates do have a habit of making you perform earlier, to progress later, after all. Having spoken to two that have "been there and done that" we can learn and deduce that ultimates are on another level to any other type of content in the game, including savage. There is little leeway in comparison and your best performance on your class is required to succeed.

A big thank you to Nitras Leafsong and Alexia Mittrei for sparing us the time to talk about it and give us a personal insight into what it takes to survive the ultimate challenges of XIV. With 5.1's brick-wall challenge on the horizon, we're hyped to see just what's coming next for those that are taking it on.

Thinking about taking on the next ultimate? Share your experience with us on our Discord!

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Hidden Gems

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THE SEEDBED

East Shroud (21, 11)

Deep within the Sylphlands and surrounded by countless remarkable glowing moonspores, this ancient arbor is the location of the Sylph's nursery, where their young—known as podlings—are grown.

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HAUKKE MANOR

Central Shroud (11, 23)

Haukke Manor was originally built for the Seedseers of Gridania in order to provide them with a place of spiritual reflection and meditation. After the public cried out against its excess, the manor was sold to one Lady Amandine, whose sordid tale is best told elsewhere.

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RAINCATCHER GULLY DOCKS

Eastern La Noscea (21, 25)

The docks at Raincatcher Gully are rather unassuming, and serve mostly to assist travellers seeking to cross the river they sit upon. Nearby can be found a small storehouse used by its pointers and steersmen, though rumors suggest otherwise.

ジーポーザーズ OCT 2019

THE PHOTOSMITH

THE QUESTION OF COLOR

PART TWO

WITH FREYA BLOODMOURNE

Hello GPOSERS! Freya “The Photosmith” Bloodmourne here, back again to bring you the second installment of our look into the glorious world of color! Last month I discussed analogous color relationships, one of the three major relationships in color theory. Using the color wheel, I also broke this concept down and provided a number of examples showing this color relationship in action. If you didn’t catch it, I highly recommend giving it a look as this month’s guide is building off the foundation set up by part 1. We’re still looking at color relationships; the second major relationship in color theory to be precise. Let’s dig in to the second part of the question of color: complementary color relationships.

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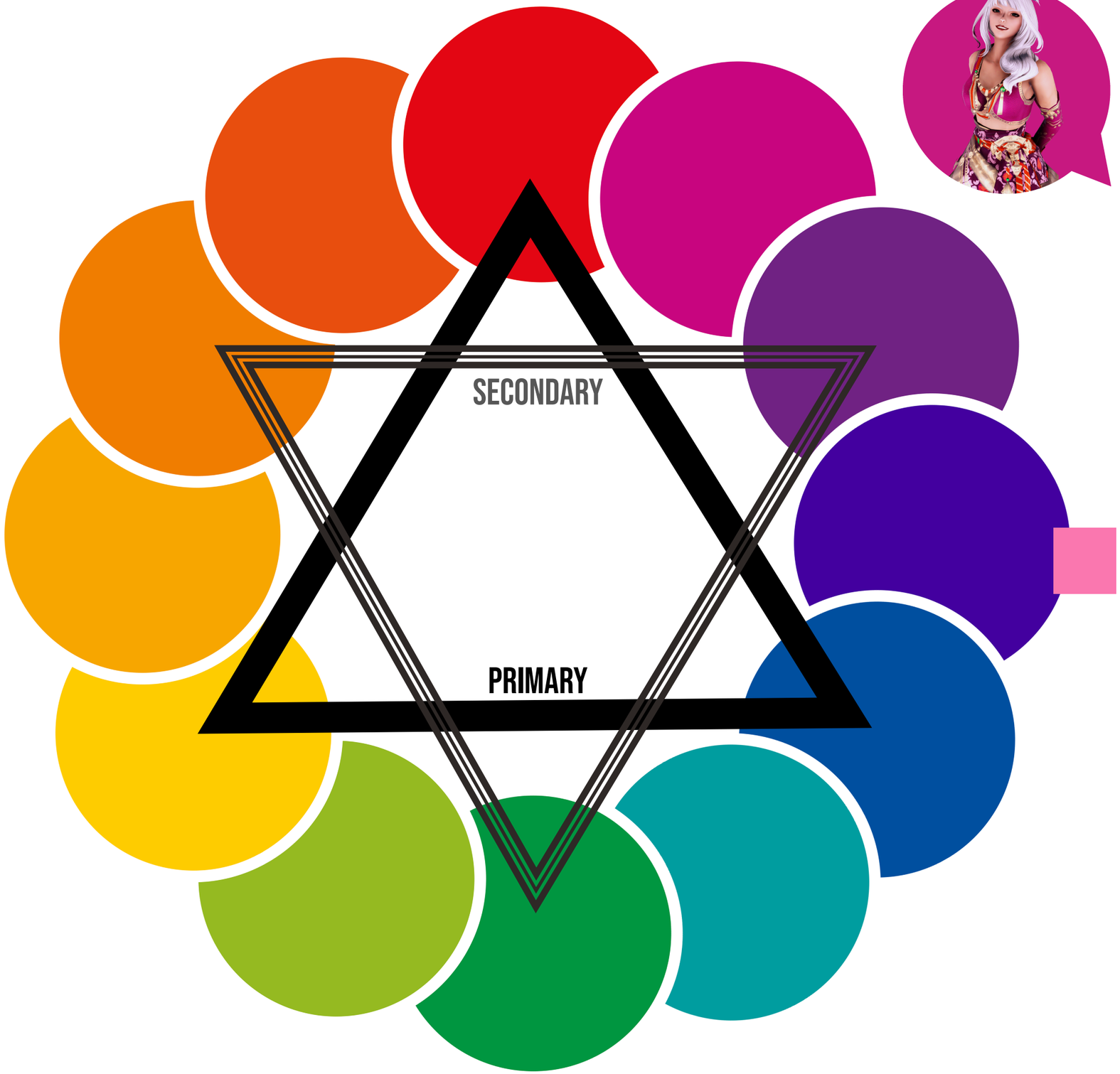
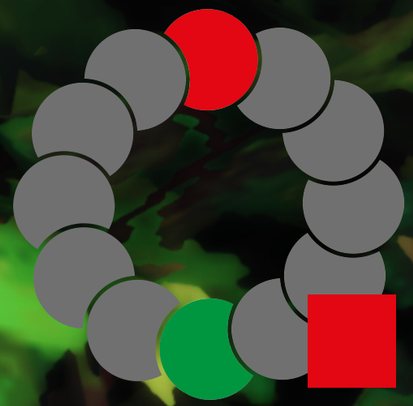


COLOR WHEEL RECAP

Before we dive into seeing this relationship in action, I want to take a quick moment to look once again at the beautifully frustrating color wheel. Each color is organized in a way where primary colors are evenly placed around the secondary/tertiary colors which are made by combining varying levels of each. It's in this wheel that we saw how analogous colors relate by looking at the adjacent colors to the left and right of a selected color. We will be once again using this wheel as we break down complementary color relationships, so it's important we have it here for reference. There is a more detailed breakdown of the wheel in last month's issue, go check it out!

COMPLEMENTARY COLORS: WHAT DO?

Complementary Color relationships are colors that lie opposite each other on the color wheel. Simply put: pick a base color, like red for example. To find the complementary color basically draw a line through the wheel from red and where do you land? Green, which lies directly at the opposite side of red on the wheel. Last month's guide provided a ton of examples as we walked away around the wheel for analogous color relationships. This time around we will only be focusing on the primary colors as we will also be discussing secondary colors in the process. The best way to talk about the complementary colors is to show you how they relate! Let's check it out!



RED & GREEN

So in the same fashion as last month, we will start at the top of the wheel and work our way clockwise. At the top of the wheel we have red. And as I mentioned above, its complement is the secondary color, green.

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YELLOW & VIOLET

Next up, we're rocking our way over to yellow, the second of three primary colors. Looking across the wheel we see the secondary color, violet! This is probably my personal favorite of the complementary relationships

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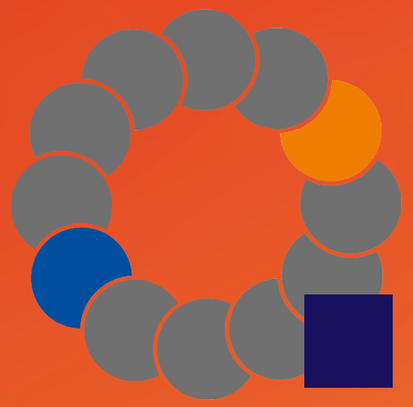

BLUE & ORANGE

For our final example we will be using our primary color blue, complemented by its opposite, orange!

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CONCLUSION

So, there you have a breakdown of complementary color relationships! It's important to note that I chose a base glamour color for the primary, and incorporated its complement within my background for these example images. This isn't the only way to do it! There are a ton of things to consider when selecting your color palette for a given image. Understanding effective use of color is but a piece of the puzzle in taking your art, in any medium, from good to great. I encourage you all to get out there and experiment a little using the wheel when building out your screenshots. If you are a member of the Official GPOSERS Discord, I would love to see your work and answer questions you have! If you aren't a member already—I invite you to become a part of one of the largest screenshot communities surrounding Final Fantasy XIV! Post your screenshots, meet other fans of Gpose, and keep updated on the latest installments of GShade. Once again, thank you all so much for checking out my guide. I am both honored and amazed at how far GPOSERS has come as a publication and a community. Get out there, keep creating, and as always: Happy Gposing!

Photosmith Freya

Full-Time Photoshop

with senpai

Dip, Duck, Dive Dodge & Burn

Difficulty

Easy Peasy Lemon Squeezy

Hello everyone! It's time for another Photoshop guide from yours truly. Today, we'll be taking a look at two very important techniques you can employ when editing your screenshots, known as dodging and burning. And I'm not talking about dodging an AoE and casting Fire, we covered that last issue. Dodging and burning is something you probably have seen quite a lot, but just didn't know you were looking at it.

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Before we dive in, let's answer the question: what is dodging and burning? Simply put, dodging and burning are tools used to regulate the exposure of an image manually. Dodging is used to lighten an area of an image, whereas burning is used to darken an area of the image. Both when used together can increase the contrast of the overall image and make it much more dynamic. While Photoshop does come with a contrast slider, using this method gives you much more control over where the contrast is applied. That being said, open up Photoshop, open your image of choice, and let's begin!

I'll be using this older picture of my character, taken in my studio with controlled lighting. You can use this method with any screenshot however.

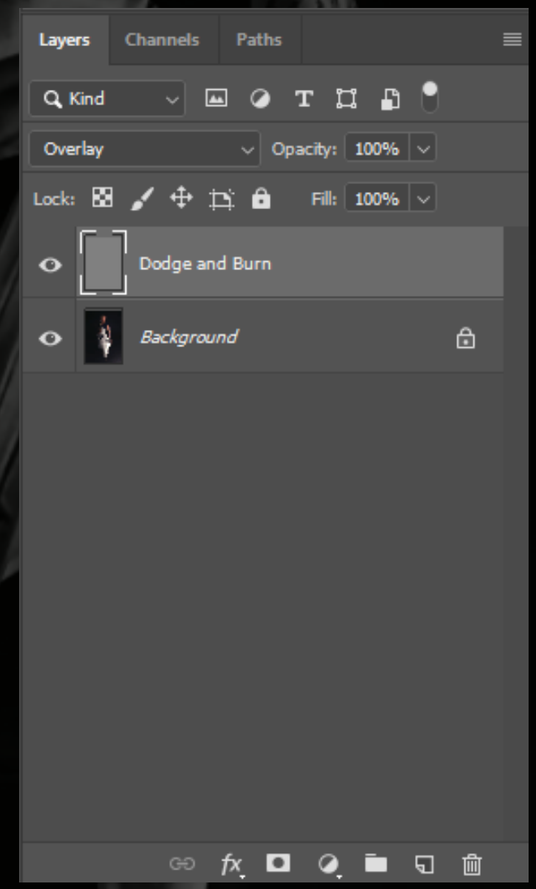
Base image

Step One

Getting Started

Assuming you've already opened up your screenshot, let's **open a new layer** along with the new layer dialogue box. **Hold down Alt/Opt** and **click** on the **New Layer** button at the bottom of the layers panel (the icon right next to the trash can).

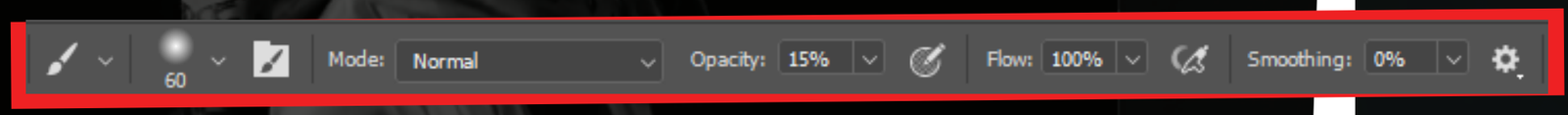
This will open up a dialogue box where we can customize some of the properties of the new layer. We'll name the new layer **"Dodge and Burn"** as this is the layer we'll be brushing on. Set your blend mode to **Overlay** and check the option to fill the layer with *50% gray*.



Step Two

Dodging

We'll start by accenting the highlights of the image, otherwise known as dodging.



Select the **brush tool** by pressing **B**, and make sure it's set to **"Soft Round"**. If you use a tablet to edit, you can take advantage of the pen pressure by using "Soft Round Pressure Size" if that suits you. **Set your brush opacity to around 10-20**. Set your **foreground color to white**. To check your foreground/background color, look near the bottom of your tools panel. If the colors are anything other than black and white, you can click on the very tiny set of swatches to reset them back to black and white. If you need to switch them, press X.

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Step Three

Highlighting

With the **"Dodge and Burn"** layer selected, start brushing! Resize your brush as needed.

Focus on the **highlights** of the image that you wish the accent. For my image, I chose to brush over the highlights on Senpai's skin tone, where the light falls upon him.

Don't overdo it! Subtlety is key here. You may wish to zoom in on your image to get the finer details. Do this by holding **Ctrl/Cmd and pressing the + key.**

Move around your image by **holding space** and dragging with the mouse.

Step Four

Burning

We'll now add more contrast by making the darker areas darker, known as **burning.**

Simply press **X** to set your foreground to black, and brush over the areas you wish to darken.

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FINAL IMAGE COMPLETE

GET ABILITY

It's as easy as that! There are many ways to go about dodging and burning, but I find this way to be pretty straightforward and simple. You can use this edit as a standalone, or you can use it on top of other edits. Some things to keep in mind: Dodging works great on metal/shiny bits. So weapons, armor pieces, jewelry, etc. are all great components to add some dodge to. It'll make them shine through some of the burning you do on the darker areas (all the folds in clothing, shadows, and the like). If you look at the images side by side, you can really see the difference.

I hope you all found this tutorial to be helpful! If you have any post-processing questions or just wish to share some edits of your own, drop by the **GPOSERS Discord** and tag me. I'd love to see what you have created. Until next time!

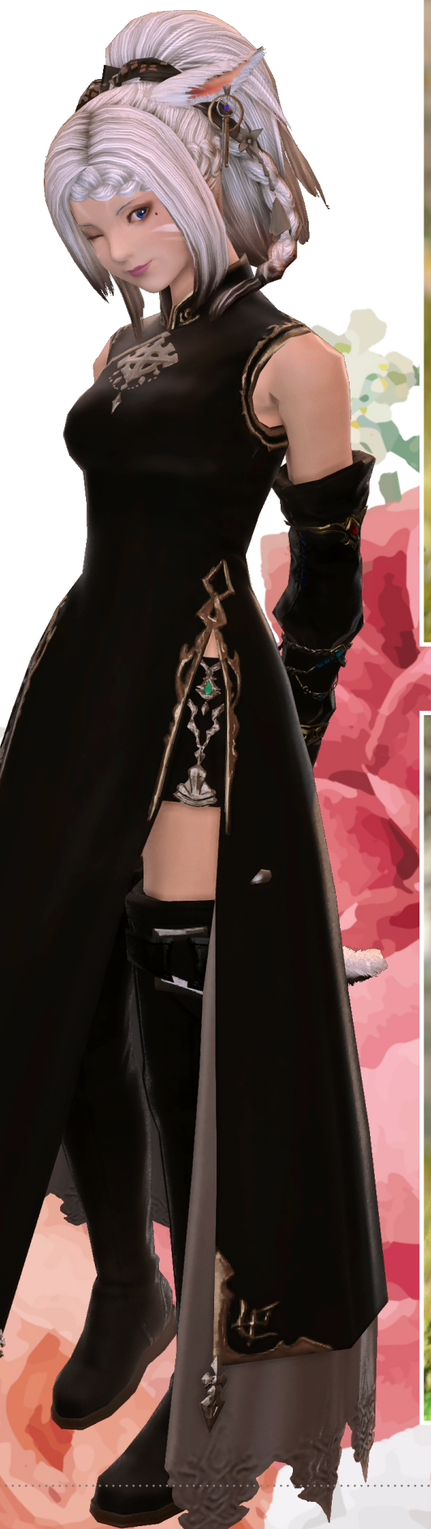
Full-time senpai

STAFF

introductions

KISE SAWADA

DESIGNER
TONBERRY



Hello, I'm Kise (Key-say) Sawada from Elemental, Tonberry! Beginning late September I'll be working with the wonderful GPOSERS team to create the GPOSERS issues! So, a little information about me: I've been playing Final Fantasy XIV for about 3 years now. I started my journey as an Elezen black mage, but then unsubbed for an extended period of time because I was discouraged by the solo play back in the days of A Realm Reborn.

I came back towards the end of Heavensward to chance upon a nice free company (sadly, its leadership was utterly bad) and made a handful of friends that I still talk to today! I'm very obsessed with my kitty because she looks so cute! I used to be a housing decorator back then, but stopped as I was relentless toward housing design and ended up too burnt out and unmotivated to do up houses again. I then jumped to being a Gpose photographer and have been enjoying it ever since! As a freelance photographer in real life, photography in-game has been really enjoyable for me.

I'm also a designer in the making! With that being said, I hope to bring enjoyable content created by the talented GPOSERS team to you guys for future releases!

NENEKO NEKO

PHOTOGRAPHER
RAGNAROK

Hi everyone, my name is Gloria, but you probably know me as Neneko, the creator of the preset “Neneko Colors” for GShade! I'm Italian and recently joined the staff of GPOSERS as a photographer.

I started playing Final Fantasy XIV in Stormblood together with a friend of mine from real life. Even though I'm a fantasia addict, my main character is Damuron Atomais, a Hyur boy on the Ragnarok server! Neneko Neko is my alt which I use to create feminine glamours. On social media I chose to use the name “Neneko” because it's simpler and funnier to remember.

Before starting XIV, I also played other MMO's like World of Warcraft and the very old but beloved Ragnarok Online (it was a game full of beautiful hats!). As much as I love MMO's, I am a RPG player at heart. My absolute favorites are the Tales Of series, and in particular Tales Of Vesperia. I can shamelessly say that I grew up in the midst of video games and anime. One of the first series that I played was Pokémon, specifically Red & Silver for an extended amount of time.

Despite having always played many video games/ MMO's, XIV managed to win me over for the freedom it offers towards even casual players like me. One of the initial things I enjoyed about the game was creating my first glamour. A few months later I discovered the magic of ReShade, which became my main hobby, and my love for it grew with GShade's release! Although almost a year has passed since my first attempts, there are still many things I have to learn. Despite this, I always strive to do things to the best of my abilities and I will never forget that you can always improve!

ORZEL WALTZ

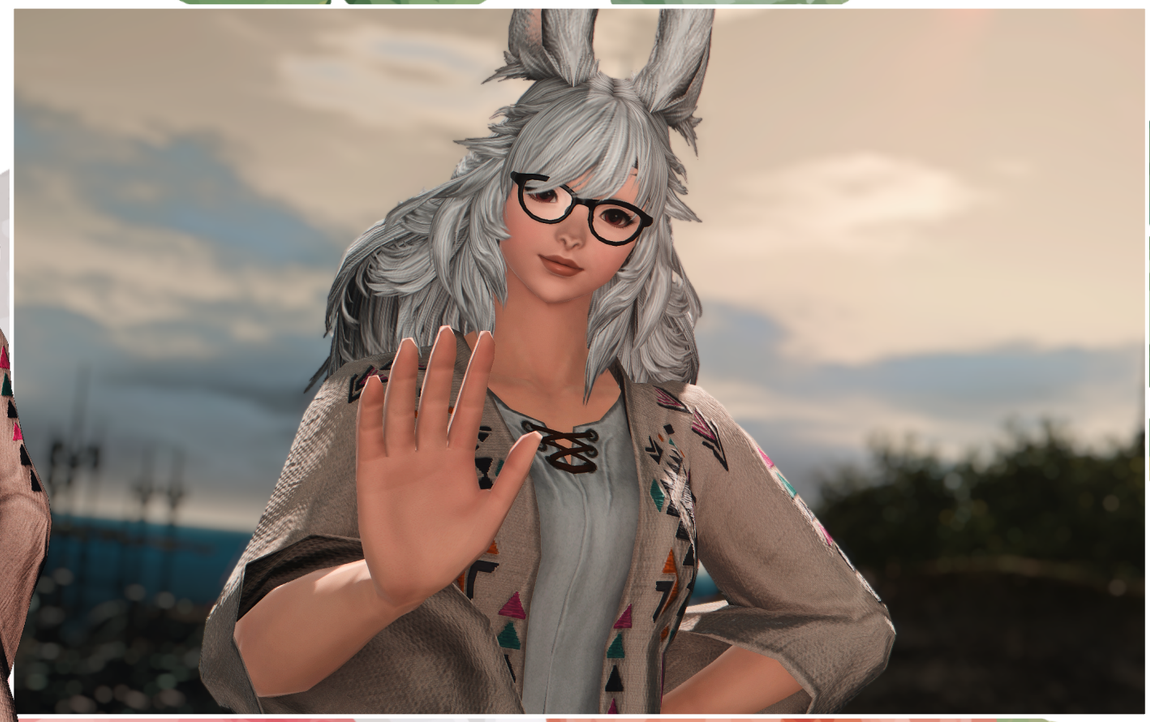
DESIGNER
LAMIA

Greetings, greetings! My name is Orzel Waltz and I'm one of the designers for GPOSERS. I like to take things in strides and am pretty laid-back most of the time. New and green that I am, I hope to design wonderful things for you guys to enjoy!

I've been playing Final Fantasy XIV since 2.X and have been on and off for quite a while. I took a long break near the end of Heavensward and returned around the middle of Stormblood. Unfortunately, my account from 2.X to Heavensward was lost. I had to create a new account in the middle of Stormblood but I managed to catch up and complete the main story all the way to Shadowbringers.

Other than XIV and gaming, I enjoy learning about designing. I am a graphic designer that is still trying to find my footing and style to go by. Letting my mind flow into random ideas to then piece together often surprises me more so than thoroughly planning it out... most of the time.

If you all are ever around Lamia, don't be afraid to drop by with a hello! I like meeting new people. We can hang out or run a couple of dungeons together.



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GPOSERS IS *RECRUITING*

Interested in joining the GPOSERS Staff Team? Inquire about our many roles and positions, and come join the bright group of editors and content creators as we continue as a community!

WE ARE CURRENTLY RECRUITING:

- Photographers
- Translators

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SLAYER